

STARBLAZER

22p

SPACE ROLE-PLAYING GAME IN PICTURES No. 150

EARTH NEEDS YOU TO
DEFEAT THE ALIEN ENEMY!



CAPTAIN'S CHOICE

THE ACTION-PACKED SPACE ADVENTURE STORY
WHERE **YOU** MAKE THE DECISIONS!!

STARBLAZER

CAPTAIN'S CHOICE

... DATA LOG ...

This page must be read before commencing with the story...

You are a space pilot, a captain commanding a five man patrol ship crew. Confronted by an aggressive alien power, you and your crew are all that stand between them and the annihilation of life on Earth. Using your skill and judgement, it's up to you to save the home planet. But first... read the information.

THE NIMROD is a deepspace craft of 0.5 million tons, without the ability to undertake atmosphere flight.

NOTE: In gravity, similar to that of Earth's, craft exceeding 1 million tons gross are not permitted. Quite apart from the huge amount of power required to keep the craft aloft, the stress on the metal would cause it to fall apart.

Maximum speed is Light Speed, and to achieve hyper space travel, getting in and out of hyper space, the craft requires a minimum of 80% of its Total Power Reserves. Cruising Speed (0.5 of Light Speed). Four gas fired anchor-harpoons for mooring on asteroids.

Atmosphere on board is "cleansed" by an air purifying system (scrubbing) every 30 minutes. It has no facility to recharge system in flight.

Entry is gained by vocal authorisation, keyed only by Captain and Engineer.

Nimrod has 360° coverage by thermolaser which use 2% of the craft's power, every 1 second burst. Personal weapons consist of one Smith and Wesson thermo-phaser per person, containing six units of power.

NOTE: Three units are required to kill a human, two to knock unconscious and one to daze (or stun). Each man has two spare powerpacks.

UPDATE: YOU are the Captain, and as the mission unfolds you will be required to make a decision (from choices provided) before progressing with your task, which is... **TO SAVE EARTH.**

More information can be gained as the story goes on... It is vital that you use this information to help make the right decision. Now read on... **AND GOOD LUCK!**

CAPTAIN'S CHOICE

DEEP IN EARTH HELD TERRITORY,
NIMROD MONITORED A
DISTURBANCE IN HYPERSPACE—

Object at 0210...

It's a temporal warp hole!
Whatever has been beamed
through comes from a nation with
a technology more advanced than
ours. Send out the identification
call!

A TEMPORAL WARP WAS PRODUCED BY BEAMING HUGE QUANTITIES OF ENERGY AT ONE SMALL POINT. THIS WEAKENED THE FABRIC OF SPACE AND ENABLED SHIPS TO CROSS VAST DISTANCES INSTANTANEOUSLY, WITH VERY LITTLE DRAIN ON THEIR EMERGENCY RESERVES.

4

2 ON BOARD THE EARTH CRAFT, MONITORS INDICATED A COMMUNICATIONS BLACKOUT.

No reply, Skipper.

Okay, Phones! Adopt defensive position. How much power have we?

72%, Skip!

3

THE ALIEN CRAFT WAS HUGE, AROUND 4 MILLION TONS GROSS, MUCH FASTER AND MORE HEAVILY ARMED THAN THE TERRAN CRAFT, AND THE FIRST WORDS FROM IT VIA TRANSLATORPAK WERE LESS THAN FRIENDLY.

Drop your screens! Prepare to be towed aboard... or be blasted to cosmic dust.

Will I obey their orders, Skip?

Don't be stupid—let's run for home through hyperspace.

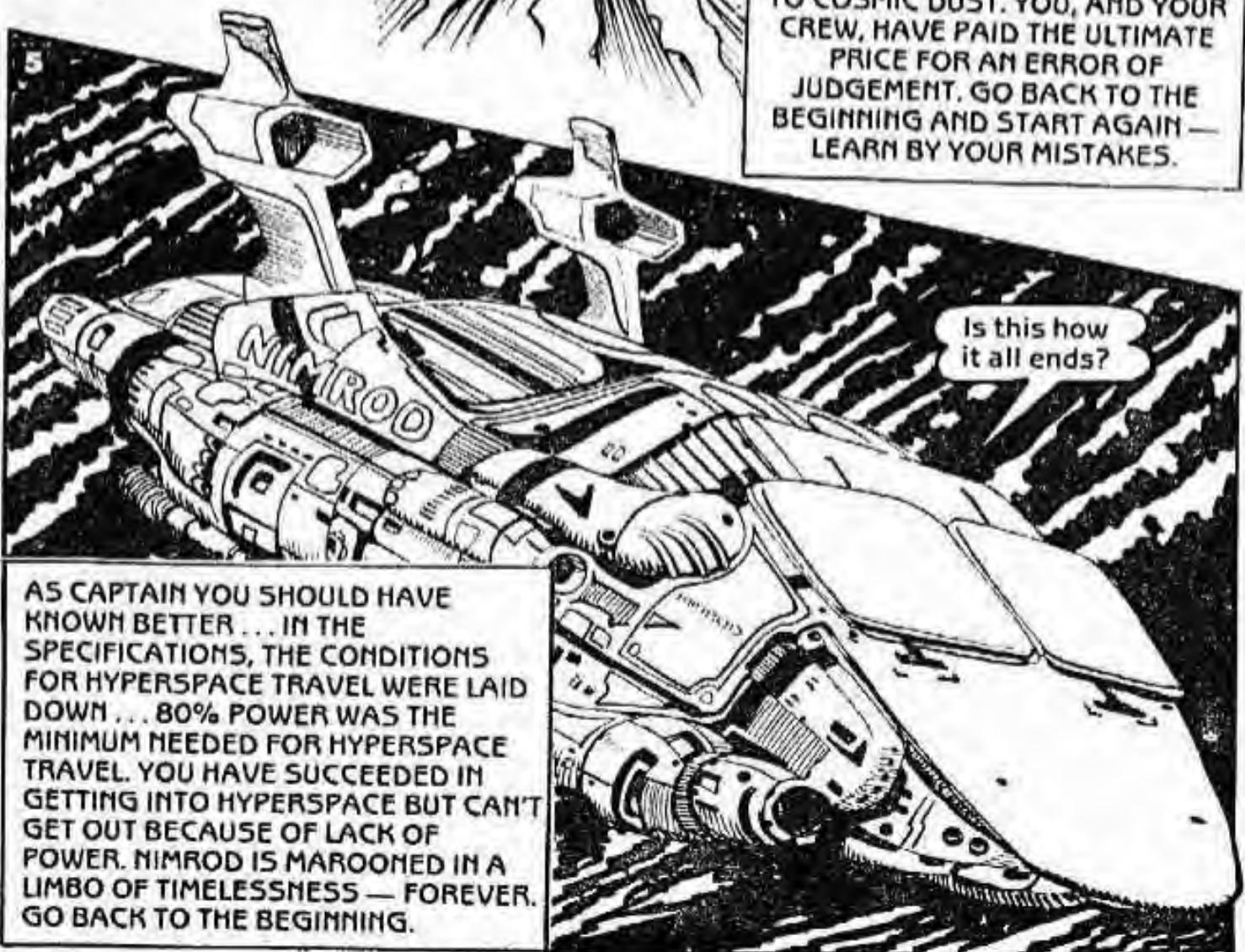
I think the shields will take it!

YOU ARE THE SKIPPER, IT'S YOUR CHOICE... BUT WHICH ONE?
OBEY ORDERS, GO TO PIC 6
RUN FOR HOME, GO TO PIC 5
HOPE THE SHIELDS HOLD OUT, GO TO PIC 4.

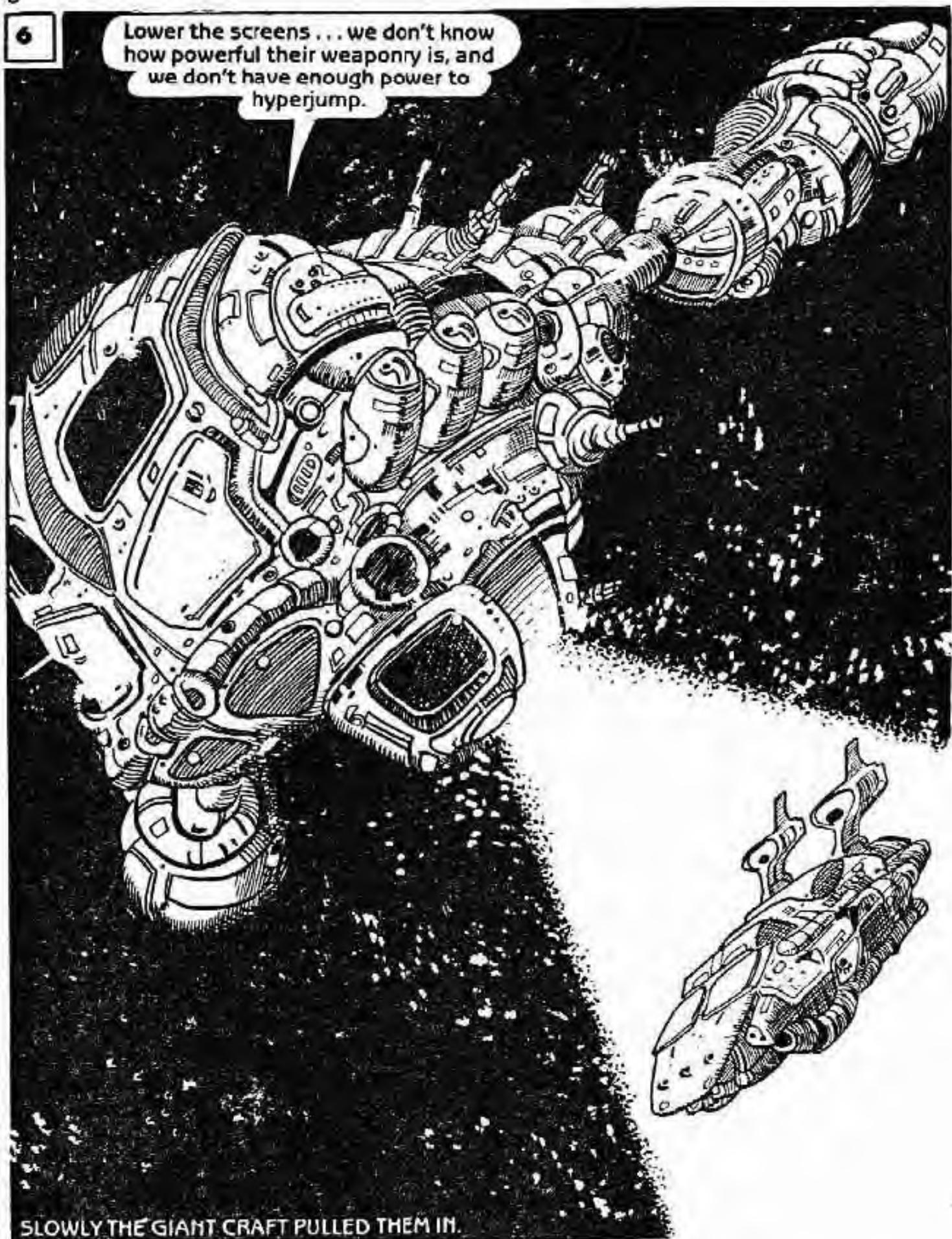


4

YOU DECIDED TO KEEP THE SCREENS UP, BUT AGAINST AN UNKNOWN ENEMY OF SUPERIOR POWER, THIS WAS SUICIDAL — THE ALIEN CRAFT PULVERISED YOUR SHIELDS AND BLEW NIMROD TO COSMIC DUST. YOU, AND YOUR CREW, HAVE PAID THE ULTIMATE PRICE FOR AN ERROR OF JUDGEMENT. GO BACK TO THE BEGINNING AND START AGAIN — LEARN BY YOUR MISTAKES.



Lower the screens . . . we don't know how powerful their weaponry is, and we don't have enough power to hyperjump.



SLOWLY THE GIANT CRAFT PULLED THEM IN.

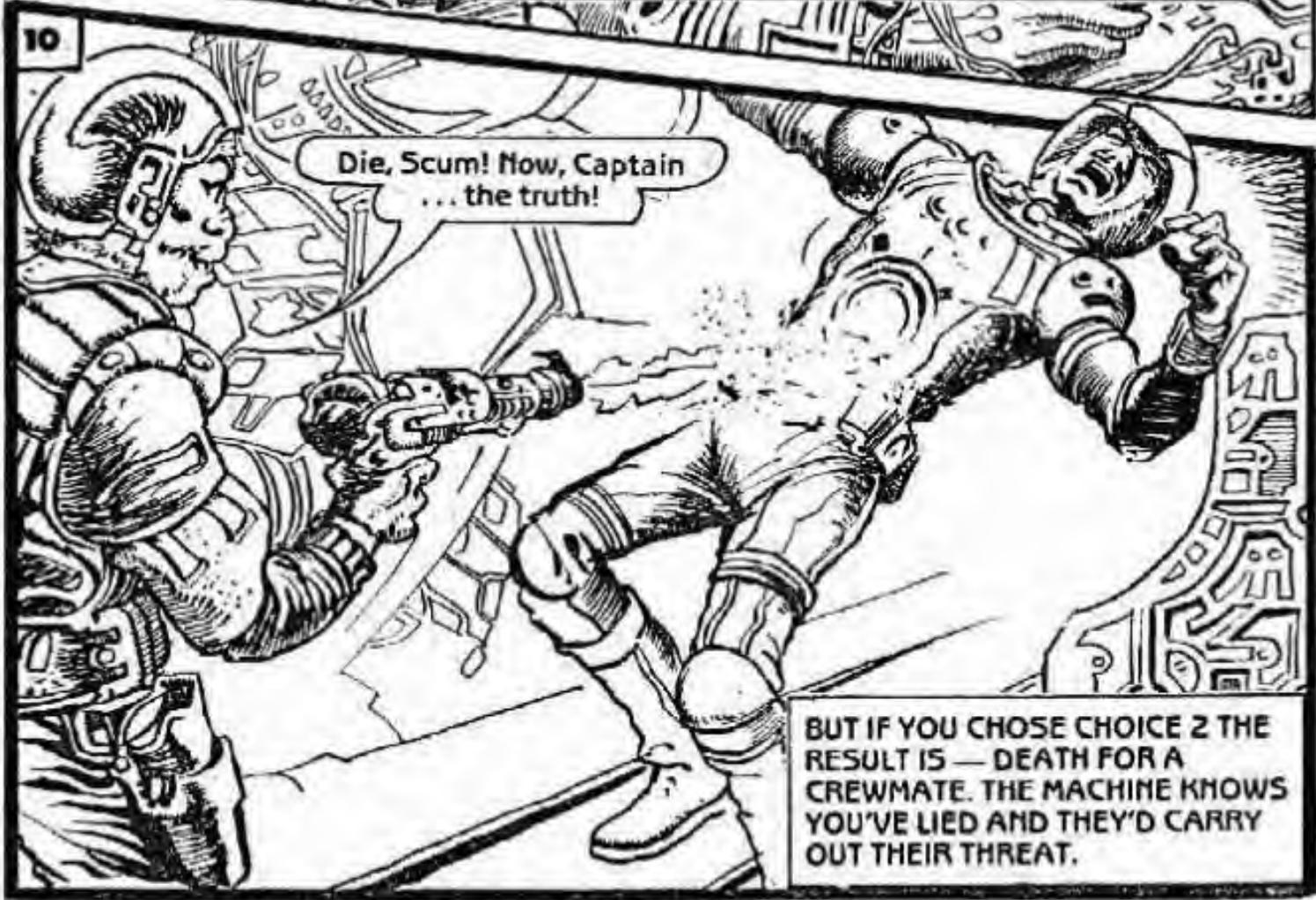
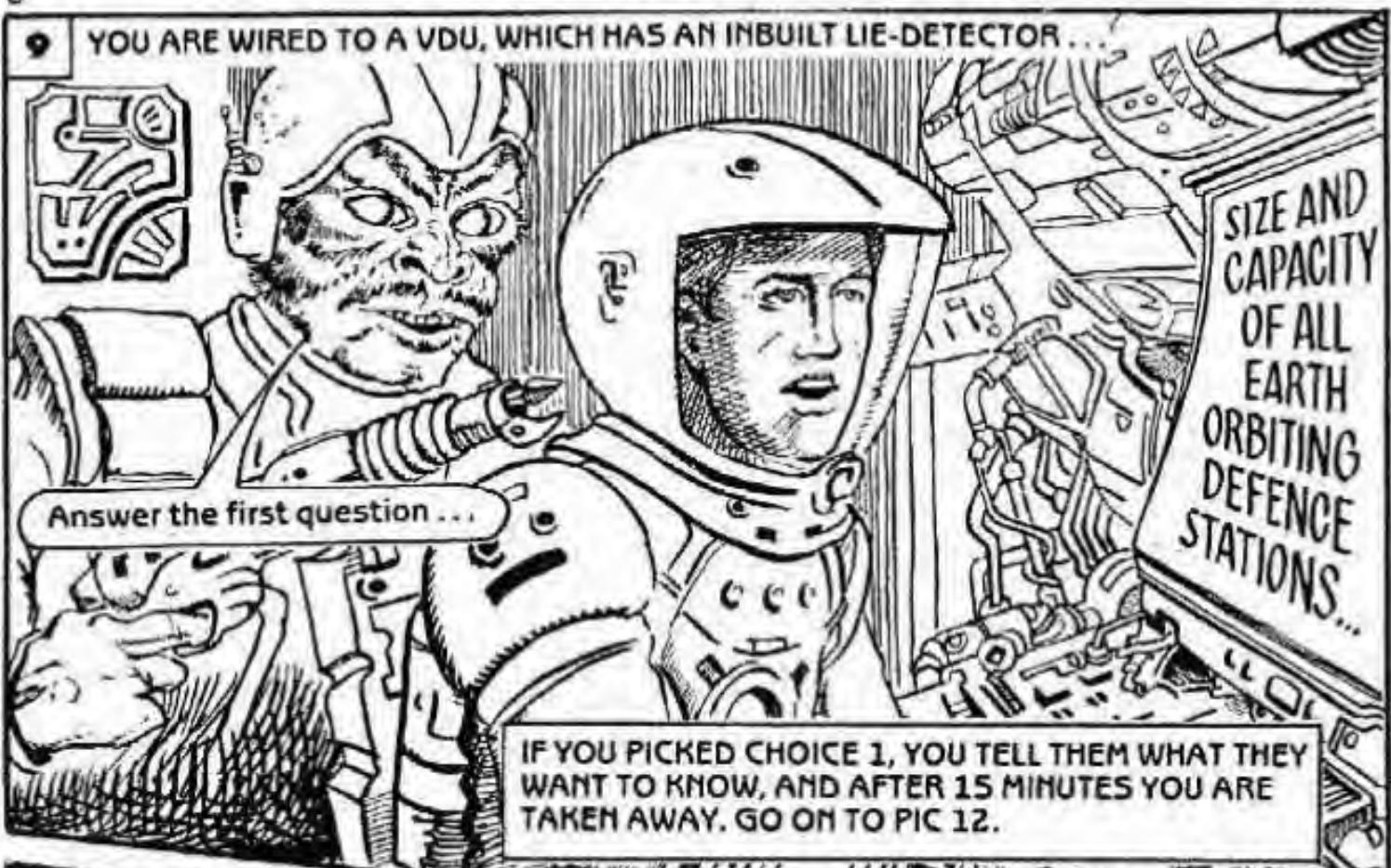
7 AS A PRECAUTION, THE NIMROD'S CREW DONNED SURVIVAL GEAR, AND EACH CONCEALED A BLASTER BEFORE LEAVING THE CRAFT.



So you are the captain!! We want information concerning the situation of all military establishments in Earth space?

Refuse, and a crew member will be terminated. Refuse again, and the same will happen, and again ... and again ...

YOU NOW HAVE TO CONSIDER YOUR OPTIONS.
DO YOU GIVE THEM THE INFORMATION THEY REQUIRE ... GO TO PIC 9
YOU COULD GIVE THEM FALSE INFORMATION ... GO TO PIC 9
REFUSE TO SAY ANYTHING ... GO TO PIC 11



11 A GOOD CAPTAIN WOULD NOT GAMBLE WITH THE LIVES OF HIS MEN... THERE WAS NO INFORMATION TO INDICATE THE ALIEN WAS BLUFFING, SO YOU HAVE SACRIFICED THE LIFE OF A CREWMAN FOR NOTHING. RETURN TO PIC 9 TO RECONSIDER DECISION.

IF, BY SHEER OBSTINACY, YOU RETURN TO THIS PICTURE, THE CREW REBEL AND GIVE WHAT INFORMATION THEY HAVE TO THE ALIENS, YOU ARE NO LONGER IN CHARGE. RETURN TO PICTURE 1.

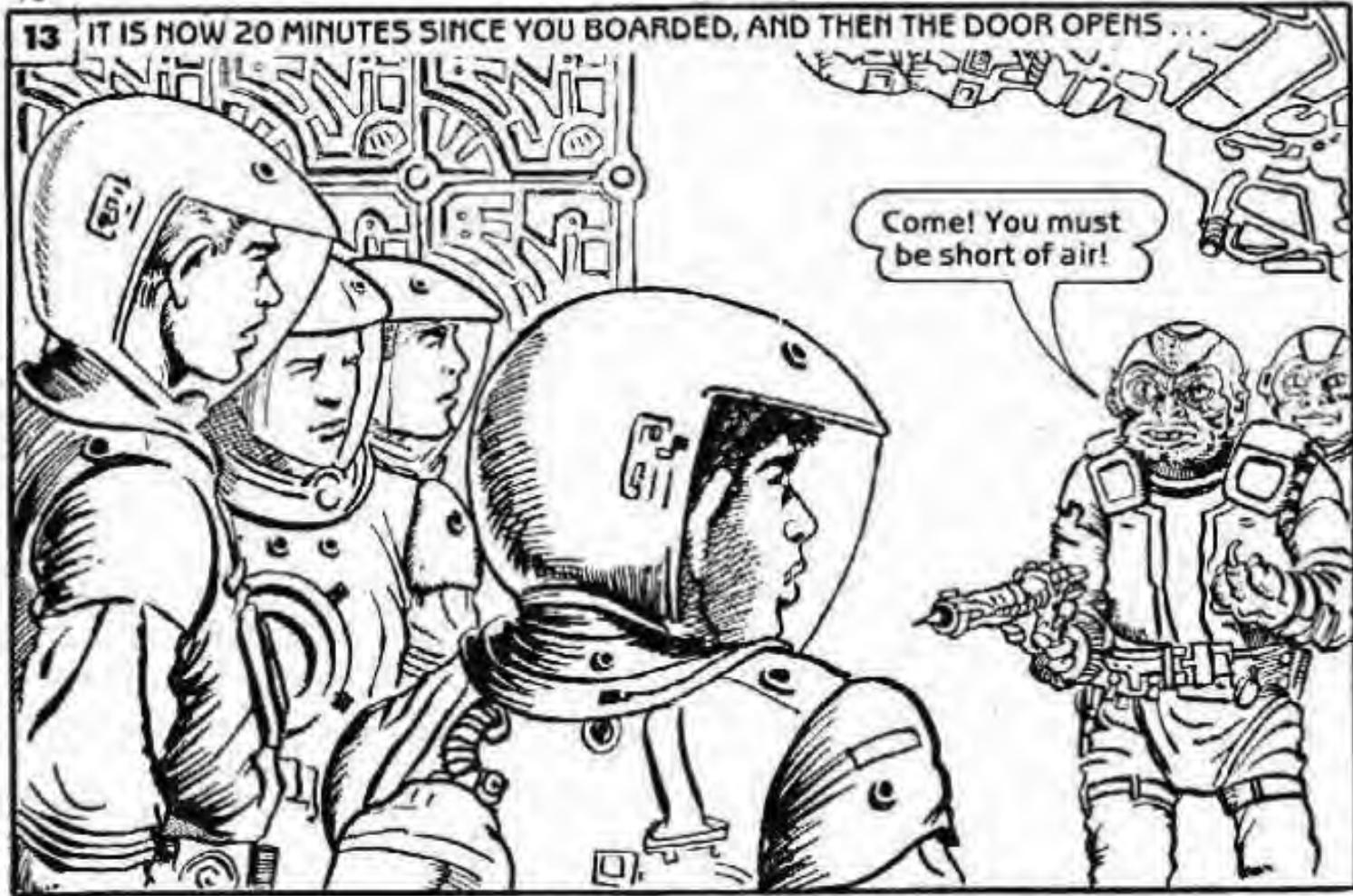
12 HAVING GIVEN DETAILED INFORMATION TO SAVE YOUR CREW, YOU ARE IMPRISONED. YOUR POSITION MUST NOW BE ASSESSED.

Let's get out of here!

Haw! We'll wait!
Why risk anything?

YOU CONSIDER ESCAPE—GO TO PIC 16.
SIT AND WAIT TO SEE WHAT HAPPENS—GO TO PIC 13.

13 IT IS NOW 20 MINUTES SINCE YOU BOARDED, AND THEN THE DOOR OPENS ...



THE CREW WERE TAKEN TO AN AIRLOCK—



15

The Earthlings have been ejected into space, sir.

Goodbye!

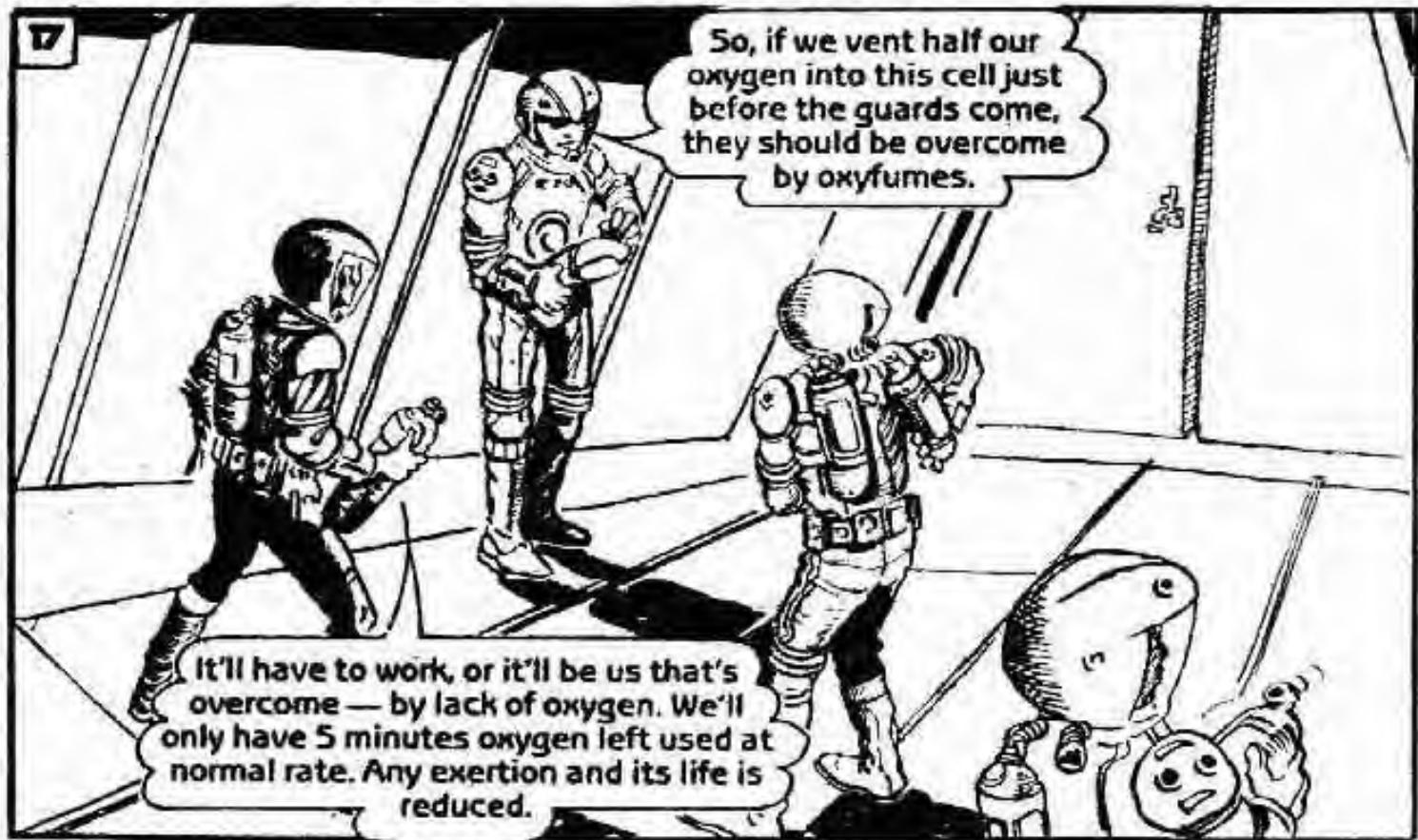
IT SHOULD HAVE BEEN OBVIOUS BY NOW THAT THESE ALIENS ARE RUTHLESS—
THE DECISION TO SIT AND WAIT WAS SUICIDAL... GO BACK AND START AGAIN.

16

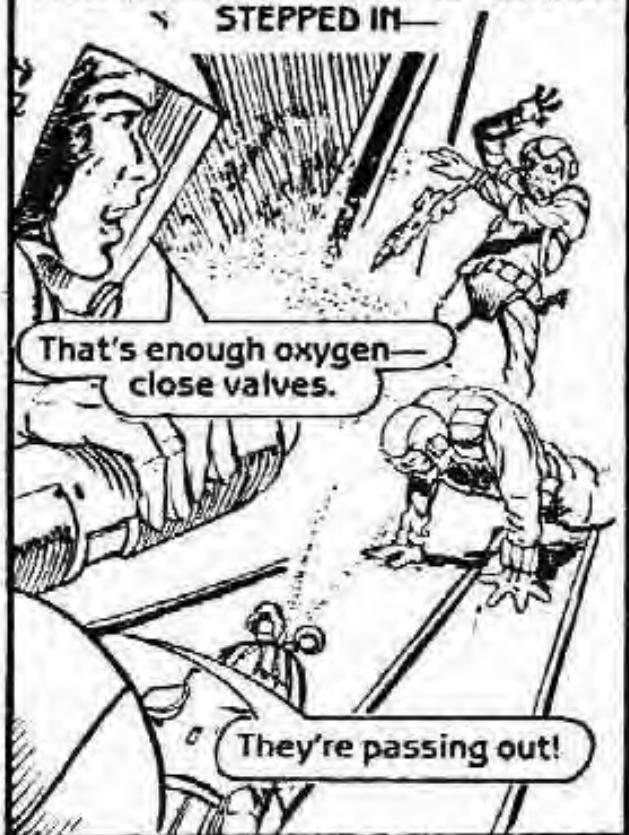
POOLING THEIR KNOWLEDGE, THEY SEARCHED FOR A WAY OUT...

Since their atmosphere is methane, poisonous to us, it's likely that ours... oxygen... is poisonous to them.

What's more, it's inflammable, which means that they can't use thermal weapons. They probably use some sort of speargun fired by compressed gas.



18 ALMOST IMMEDIATELY THEY HAD VENTED THE OXYGEN, THEY HEARD THE DOOR OPENING MECHANISM, AND AS THE GUARDS STEPPED IN—



19 REMOVING THE ALIEN'S SPEARGUNS, THEY PLANNED THE NEXT MOVE.



YOU CONSIDER THE OPTIONS, BOTH OF WHICH ARE INVITING. YOU DECIDE ON RECLAIMING YOUR OWN SHIP, GO TO PIC 23. TRY FOR CONTROL OF THE ALIEN SHIP, GO TO PIC 20.

20 WITH YOU IN THE LEAD, AN ATTEMPT IS MADE TO CAPTURE THE CONTROL SECTION.



21 BY THE TIME YOU'VE GAINED A FOOTHOLD IN THE CONTROL CENTRE, YOUR OXYGEN IS ALL BUT FINISHED.



22 DAZED THROUGH LACK OF OXYGEN, AND OUTNUMBERED, THE GALLANT BAND FACED THE ALIENS.



23

FACED WITH THE FACT THAT YOU HAVE ONLY FIVE MINUTES OXYGEN LEFT AND NO IDEA IF ANY RECHARGING FACILITIES EXIST ON THE ALIEN SHIP, YOU DECIDE TO RETURN TO NIMROD.



Okay ... we are going back to Nimrod. We are outnumbered and casualties are certain — so, we split into two groups.



AFTER DISCUSSION, THE GROUPS WERE DECIDED ... GROUP 1 COMPRISED CAPTAIN, ENGINEER AND MAINTENANCE MAN, AND GROUP 2 NAVIGATOR, MAINTENANCE MAN AND SCIENTIFIC TECHNICIAN. YOU HAVE TO CHOOSE WHO WILL COVER WHO ... IF YOU CHOOSE GROUP 2 TO DO THE COVERING, GO TO PIC 27. IF YOU SELECT GROUP 1, CONTINUE.

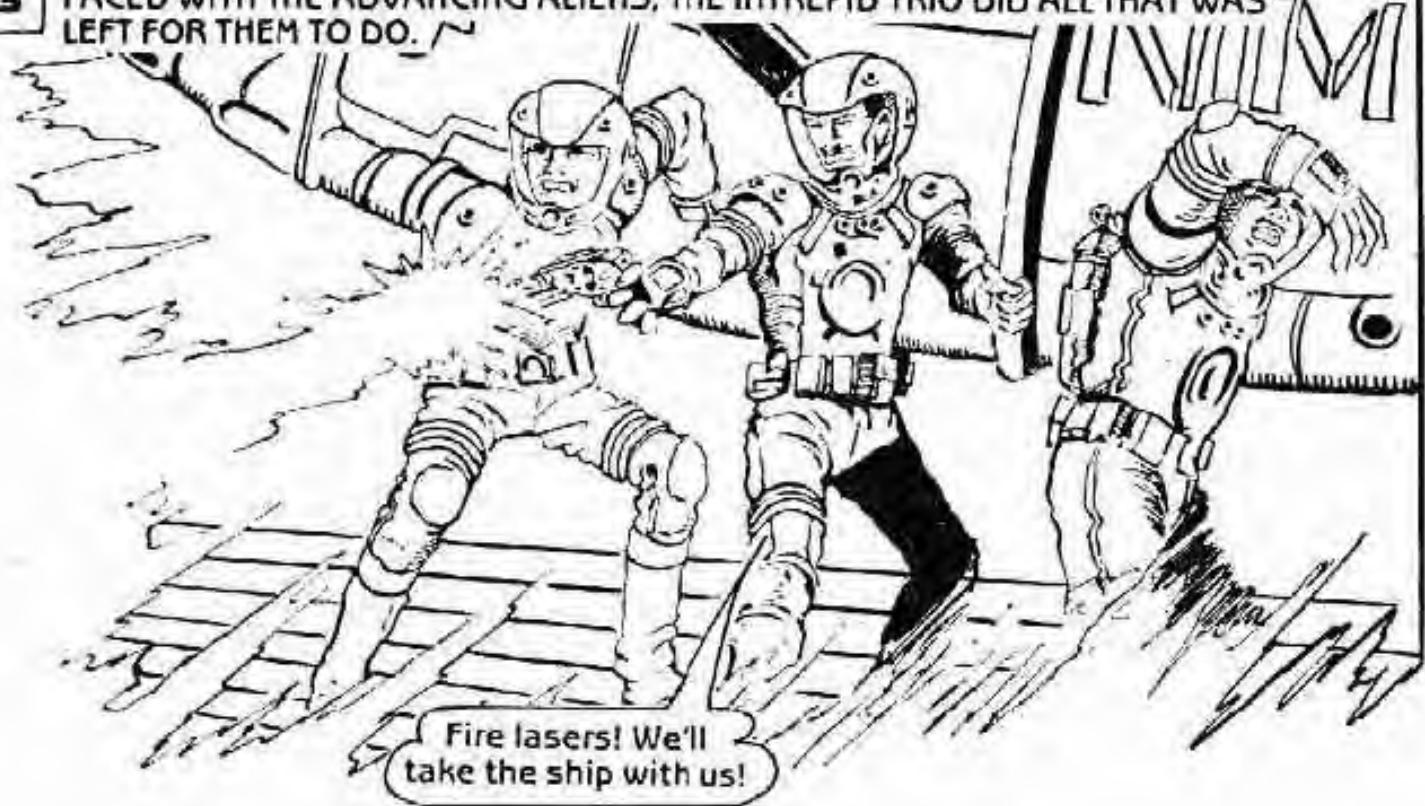
24

UNDER A MURDEROUS HAIL OF FIRE, GROUP 2 MADE IT TO NIMROD AT THE EXPENSE OF GROUP 1, WHO ALL DIED GALLANTLY.



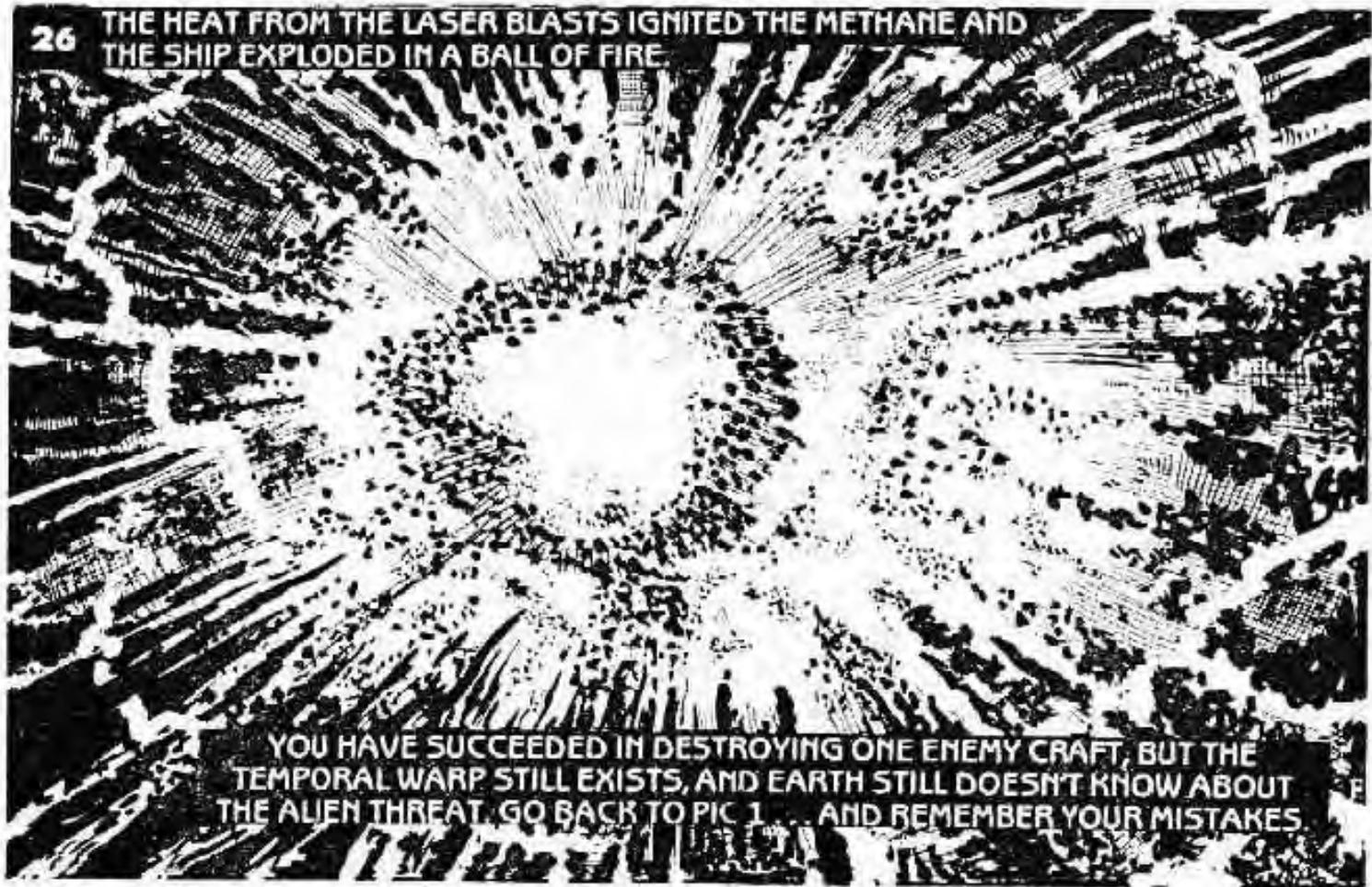
25

FACED WITH THE ADVANCING ALIENS, THE INTREPID TRIO DID ALL THAT WAS LEFT FOR THEM TO DO. ~



26

THE HEAT FROM THE LASER BLASTS IGNITED THE METHANE AND THE SHIP EXPLODED IN A BALL OF FIRE.



YOU HAVE SUCCEEDED IN DESTROYING ONE ENEMY CRAFT, BUT THE TEMPORAL WARP STILL EXISTS, AND EARTH STILL DOESN'T KNOW ABOUT THE ALIEN THREAT. GO BACK TO PIC 1 . . . AND REMEMBER YOUR MISTAKES.

27

UNDER A MURDEROUS HAIL OF FIRE, GROUP 1
MADE IT TO NIMROD AT THE EXPENSE OF
GROUP 2 WHO ALL DIED GALLANTLY.

Group 2 have had it,
but we made it!

Yeah! Even if they had made it, they couldn't have done
anything ... they didn't have a pilot.

Or the code to open the door. Code
83 32 00 ... Engineer Robson ... open.

28

ONCE SAFELY INSIDE, UNDER A FORCE FIELD, THEY BEGAN TO COLLATE FACTS.

I've changed this faulty air
scrubber. The communications
shroud is still down so we can't
contact Earth.

We can't run for home through
hyperspace because of lack of fuel.

And we don't know very much
about our enemies!

THEY UNSUITED AND BEGAN RECHARGING THEIR SURVIVAL GEAR.

29

USING NIMROD'S COMPUTER, THE CAPTAIN KEYED IN TO THE ALIEN COMPUTER TO GAIN INFORMATION...

This is all I could get... the security blocks are too tough for me.

ORIGIN: PLANET BETA LUCIUS IN ORANTES SYSTEM
SIZE: 1.1 TIMES EARTH
MASS: 0.75 OF EARTH
ESCAPE VELOCITY: 7.1 MPS (ALMOST IDENTICAL TO EARTH INDICATING SIMILAR GRAVITY)
ATMOSPHERE: 80% METHANE. REMAINING 20% CONSISTS OF ARGON NITROGEN AND OXYGEN.

Well, now we know a bit more, let's work out what to do.

30 SAFE ABOARD THE NIMROD, THEY DISCUSSED THE POSITION...



THE POSSIBILITIES ARE DISCUSSED AND IF YOU DECIDE TO HEAD FOR BETA LUCIUS, GO TO PIC 31. YOU WANT TO HYPERJUMP HOME, GO TO PIC 5. IF YOU WANT TO RUN FOR HOME IN REAL SPACE HEAD FOR PIC 4.

31

SO YOU'RE BRIGHT ENOUGH TO WORK OUT THAT THIS IS THE BEST OPTION — BUT HOW DO YOU GET THERE?

We can't outrun them, so we must get them to activate temporal warp. Let's talk to them.

Threaten them with a laser explosion.

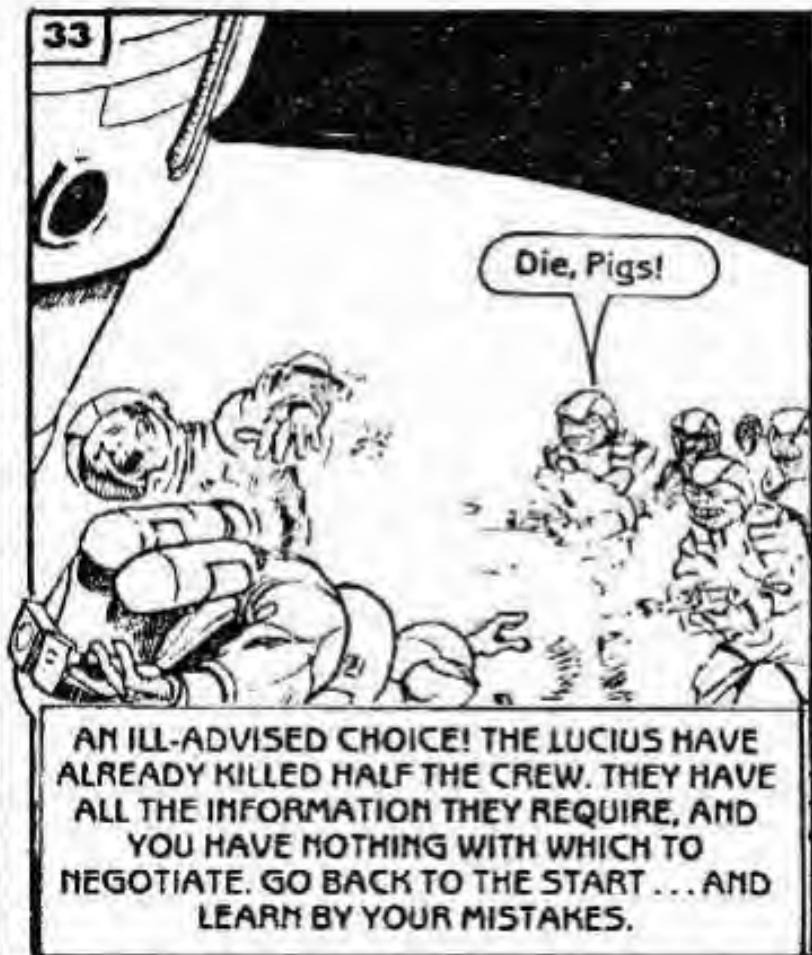
That might work, but what if we caused a methane shortage?

IF YOU THINK TALKING TO THE ALIENS IS THE ANSWER, PROCEED. PICTURE 26 IS YOUR NEXT STOP IF YOU DECIDED ON THREATENING AN EXPLOSION. IF YOU WANT TO CAUSE A METHANE SHORTAGE, HEAD FOR PIC 34.

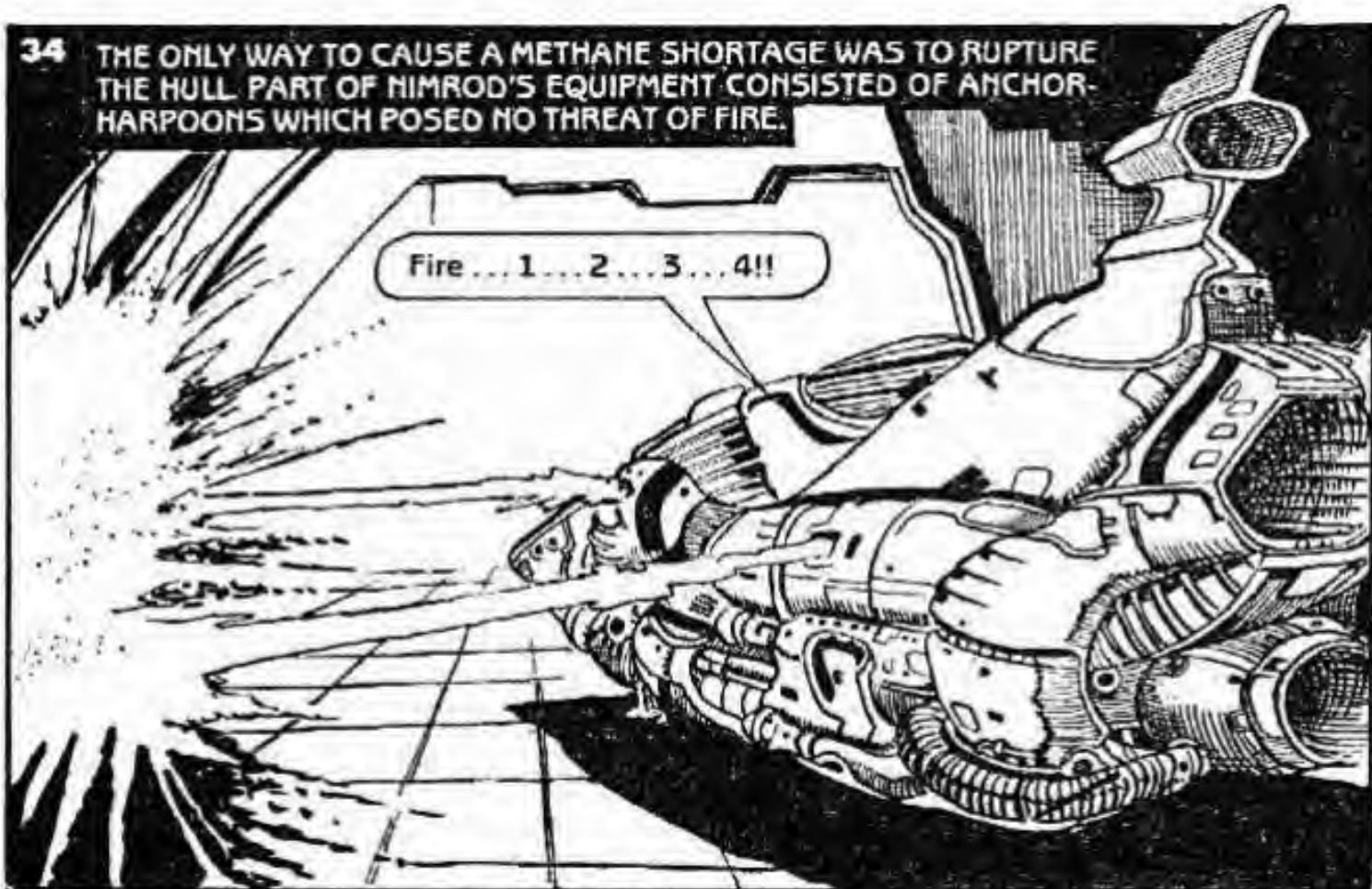
32 HOISTING A FLAG OF TRUCE, THEY PREPARED TO NEGOTIATE WITH THE ALIENS—



33



34 THE ONLY WAY TO CAUSE A METHANE SHORTAGE WAS TO RUPTURE THE HULL PART OF NIMROD'S EQUIPMENT CONSISTED OF ANCHOR-HARPOONS WHICH POSED NO THREAT OF FIRE.



35

THE LUCIUS CRAFT COULDN'T COPE WITH THE RAPID DEPRESSURISATION, AND THE PRECIOUS METHANE POURED OUT.



36

SAFE IN THE NIMROD INSIDE THE LUCIUS CRAFT, THE TRIO SURVIVED THE STRESSES OF TEMPORAL WARP TRAVEL.

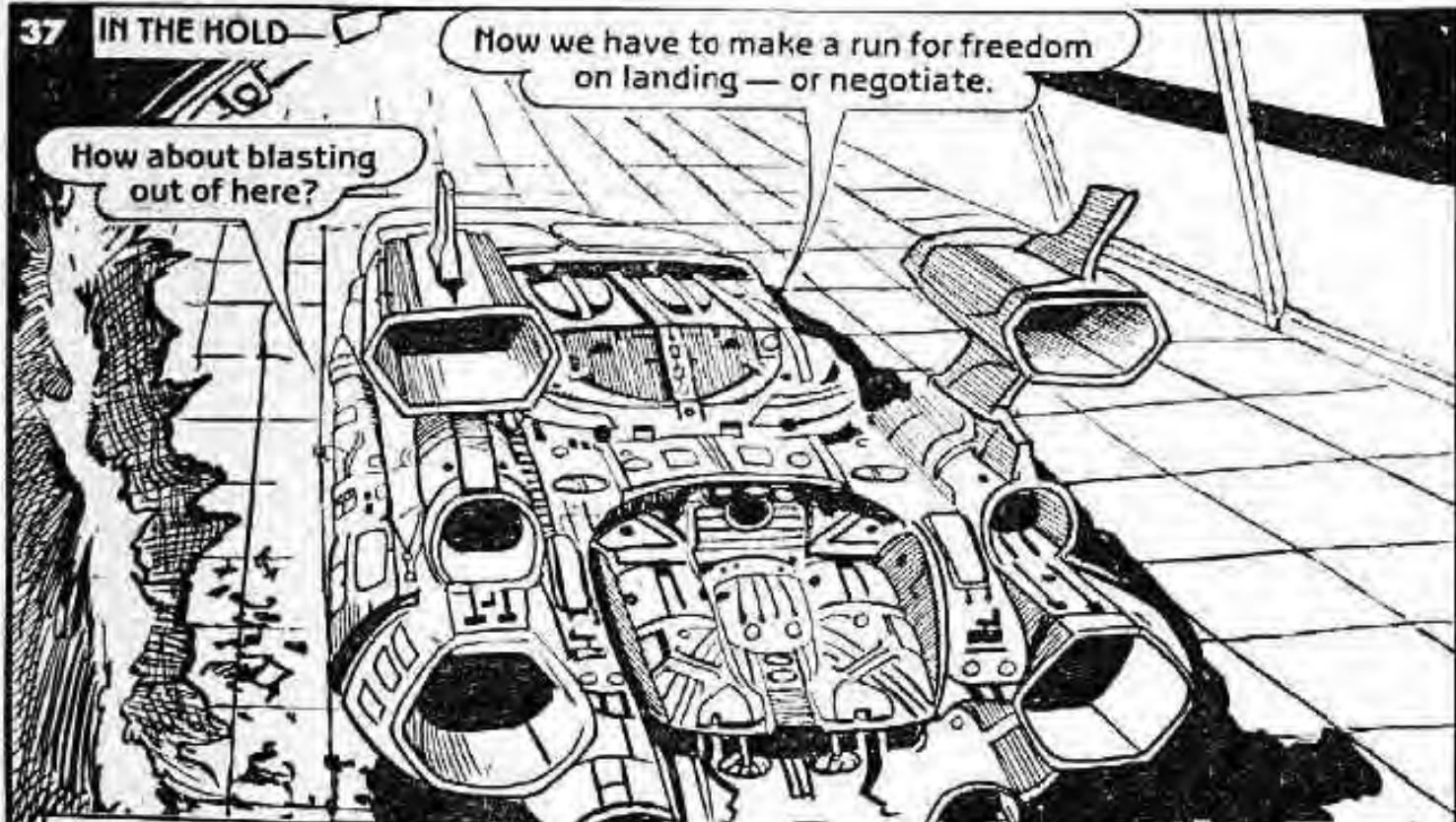


37

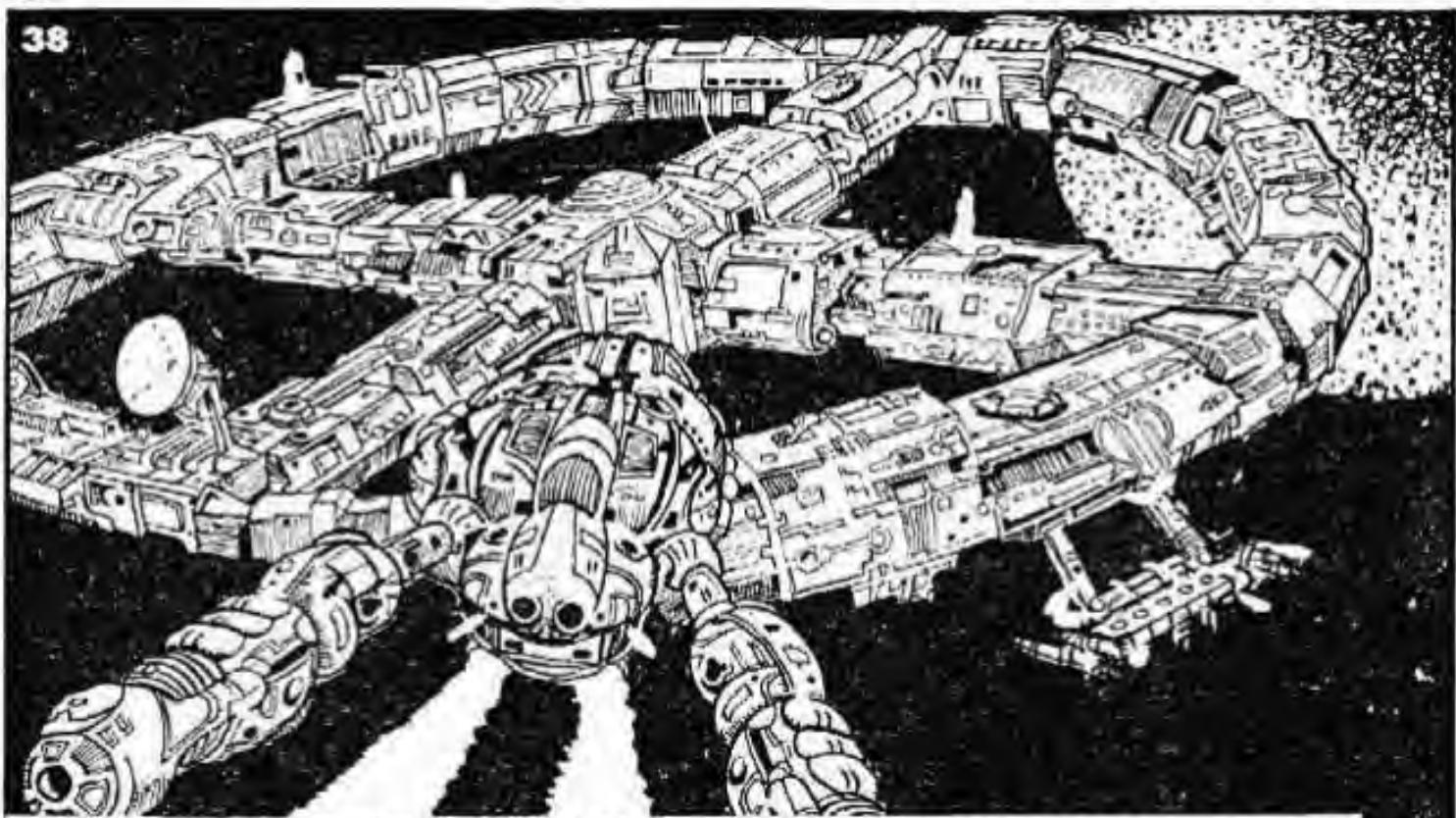
IN THE HOLD

How we have to make a run for freedom on landing — or negotiate.

How about blasting out of here?

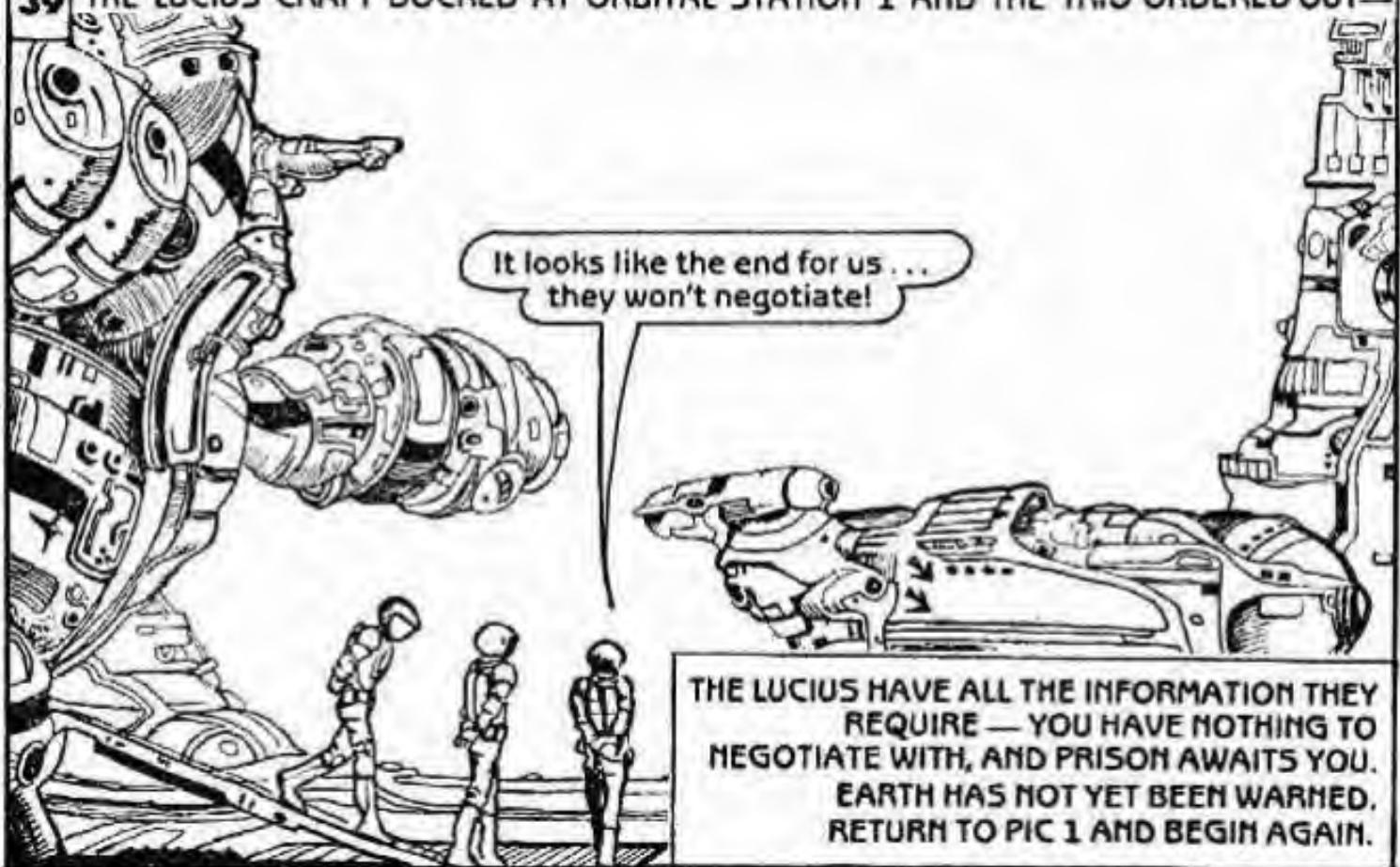


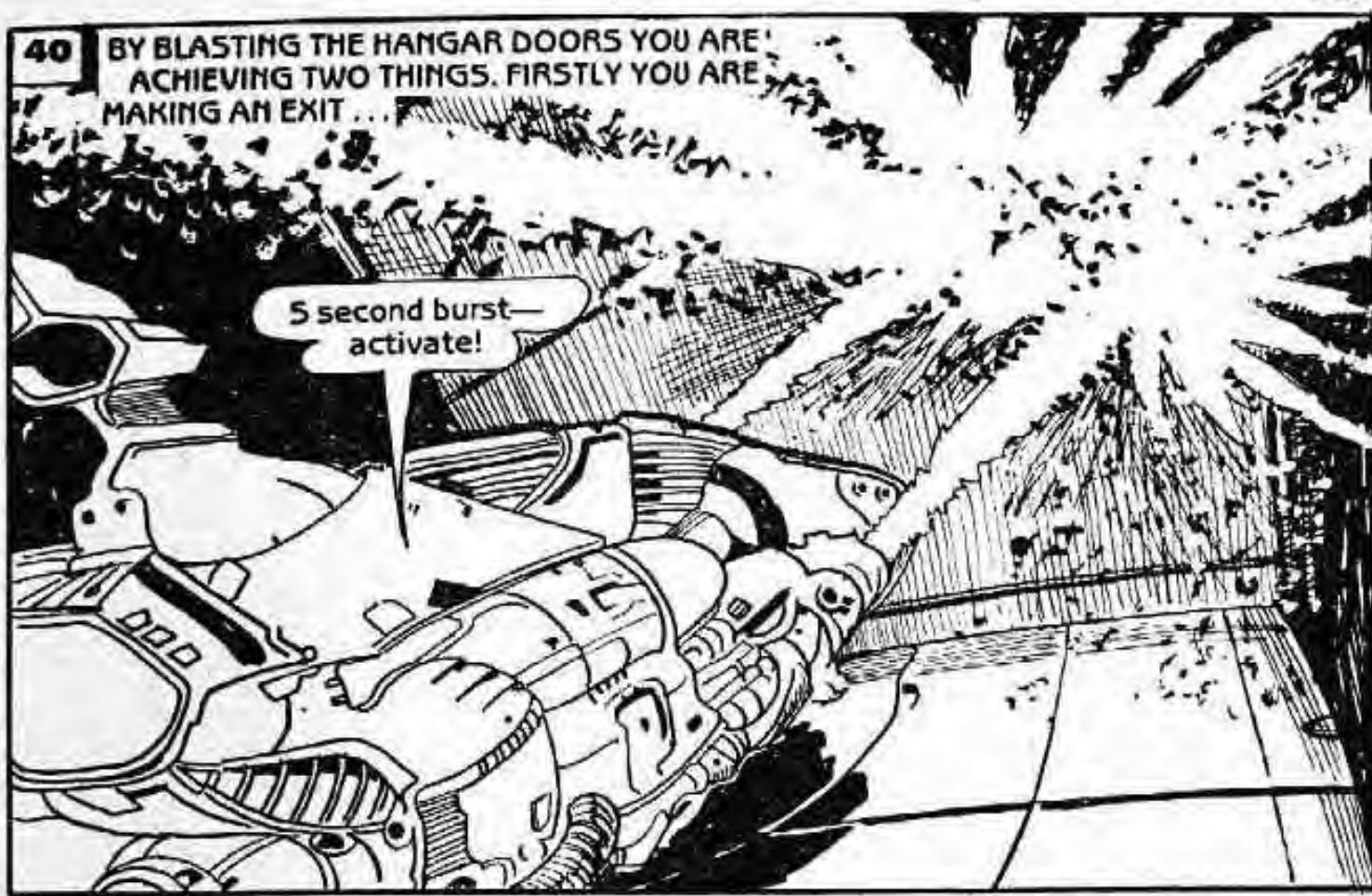
IF YOU WANT TO NEGOTIATE, GO TO PIC 39. PIC 38 IS THE DESTINATION IF YOU WANT TO RUN ON LANDING. BLASTING YOUR WAY OUT LEADS TO PIC 40.



THE BETA LUCIUS CRAFT WEIGHED OVER 4 MILLION TONS GROSS. CRAFT OF THIS SIZE WERE BUILT TO SPEND THEIR LIFE IN SPACE. STATION 1 WAS AN ORBITAL DOCKING PLATFORM.

39 THE LUCIUS CRAFT DOCKED AT ORBITAL STATION 1 AND THE TRIO ORDERED OUT—





IF YOU WISH TO SIT AND WAIT, PROCEED. WALKING TAKES YOU TO PIC 44. IF YOU HAVE ANY IDEA WHERE THE OXYGEN IS, AND HOW TO USE IT, WRITE DOWN THE DETAILS, THEN ADVANCE TO PIC 45. IF YOU HAVE NO IDEA, PIC 44.

43 BETA LUCIUS IS A BIG PLANET, TWICE THE SIZE OF EARTH, AND CHANCES OF BEING DISCOVERED IN TIME ARE REMOTE. IF YOU SIT AND WAIT, EVEN IF YOU ARE FOUND, THERE'S NO GUARANTEE THE LUCIUS WILL GIVE YOU OXYGEN.



44 BETA LUCIUS IS A BIG PLANET, TWICE THE SIZE OF EARTH, AND THE CHANCES OF BEING DISCOVERED IN TIME ARE REMOTE. EVEN IF YOU FIND CIVILISATION THERE'S NO GUARANTEE THEY'LL BE FRIENDLY. ANYWAY — THE SUITS CONTAIN ONLY 30 MINUTES OF OXYGEN ... NOT ENOUGH TO WALK FAR.



45

There is oxygen in the atmosphere... not much, but enough.



PROCEED TO THE NEXT PIC ONLY IF YOU HAVE A NOTE OF THIS, IF NOT, RETURN TO PIC 43.

46

Of course! We can easily adapt the Nimrod's scrubbers to fit on our survival suits — we'll reclaim enough oxygen to be independent of the ship.



IF YOU HADN'T WORKED OUT THAT THE SCRUBBERS COULD BE EASILY ADAPTED, BACK TO PIC 43.

47

THE SCRUBBERS WERE QUICKLY ALTERED AND THE NEXT STEP PLOTTED.



We need transport, and the quickest way to get it is by sending an SOS.

48

THE CREW PLAYED "DEAD" WHILE THEY WAITED FOR A RESPONSE TO THE DISTRESS CALL.



Quiet and still! I hear an engine.

49 THE LUCIUS CRAFT FLEW LOW OVER THEM.

Life readings . . . but they cannot be very alive in this heat.

Take the craft down.

50

THE ALIENS LANDED, AND RECEIVED A TERRIBLE SURPRISE WHEN THEY WENT TO INVESTIGATE.

OW!



5 THE TRIO NOW HAD TRANSPORT, WEAPONS AND ENOUGH OXYGEN TO LAST THEM A LONG TIME. ONCE AGAIN THEY DISCUSSED POSSIBILITIES—



The most obvious thing to do is return to the spaceport, steal a craft and use the temporal warp to return to Earth!

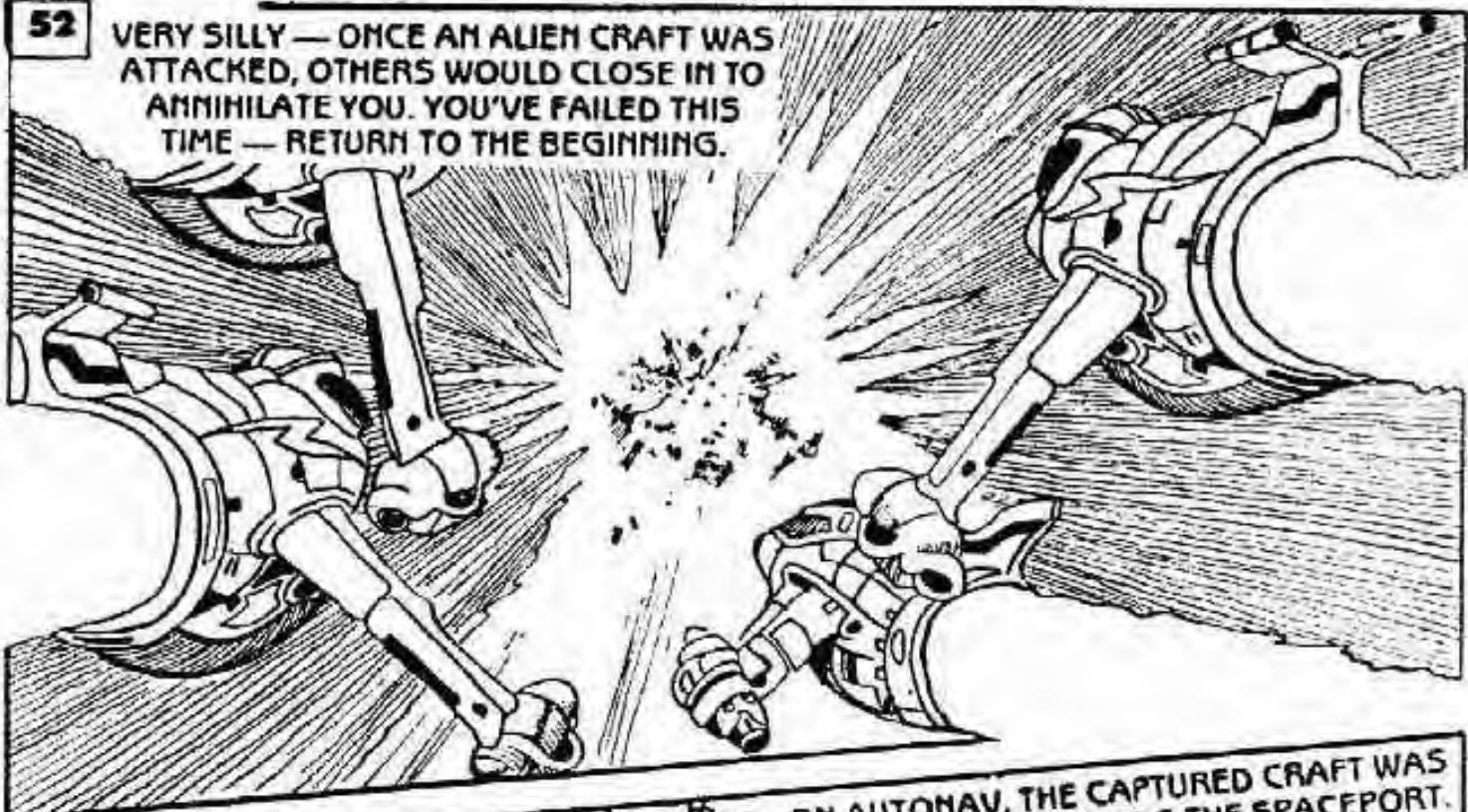
I agree, but I think we should try to destroy the Aliens.

I've only got two powerpaks left... and it'll take a number 4 setting to kill one of them. I know you're in the same position. I think we should send a message to Earth, then lie low.

YOU DECIDE TO SEND THE MESSAGE — GO TO PIC 53. DESTRUCTION OF LUCIUS APPEALS TO YOU — PIC 52. RUN FOR HOME TAKES YOU TO PIC 54.

52

VERY SILLY — ONCE AN ALIEN CRAFT WAS ATTACKED, OTHERS WOULD CLOSE IN TO AMMILATE YOU. YOU'VE FAILED THIS TIME — RETURN TO THE BEGINNING.



53

WE HAVE THE CRAFT PINPOINTED.

54

OH AUTONAV, THE CAPTURED CRAFT WAS PILOTED TOWARDS THE SPACEPORT.



YOUR ATTEMPT AT CONTACTING EARTH IS MONITORED... AND THERE IS A SENSOR SHROUD ROUND THE PLANET. CRAFT ARE SENT TO TRACK YOU DOWN. EVEN THOUGH YOU DO ESCAPE, YOUR MISSION HAS FAILED BECAUSE EARTH STILL HAS NO IDEA THAT YOU'RE EVEN MISSING. GO BACK TO THE BEGINNING AND LEARN BY YOUR MISTAKES.

55



56 THEY SPRIENTED OUT OF THE CRAFT AND HEADED FOR THEIR ESCAPE TICKET — A BETA LUCIUS CRAFT.

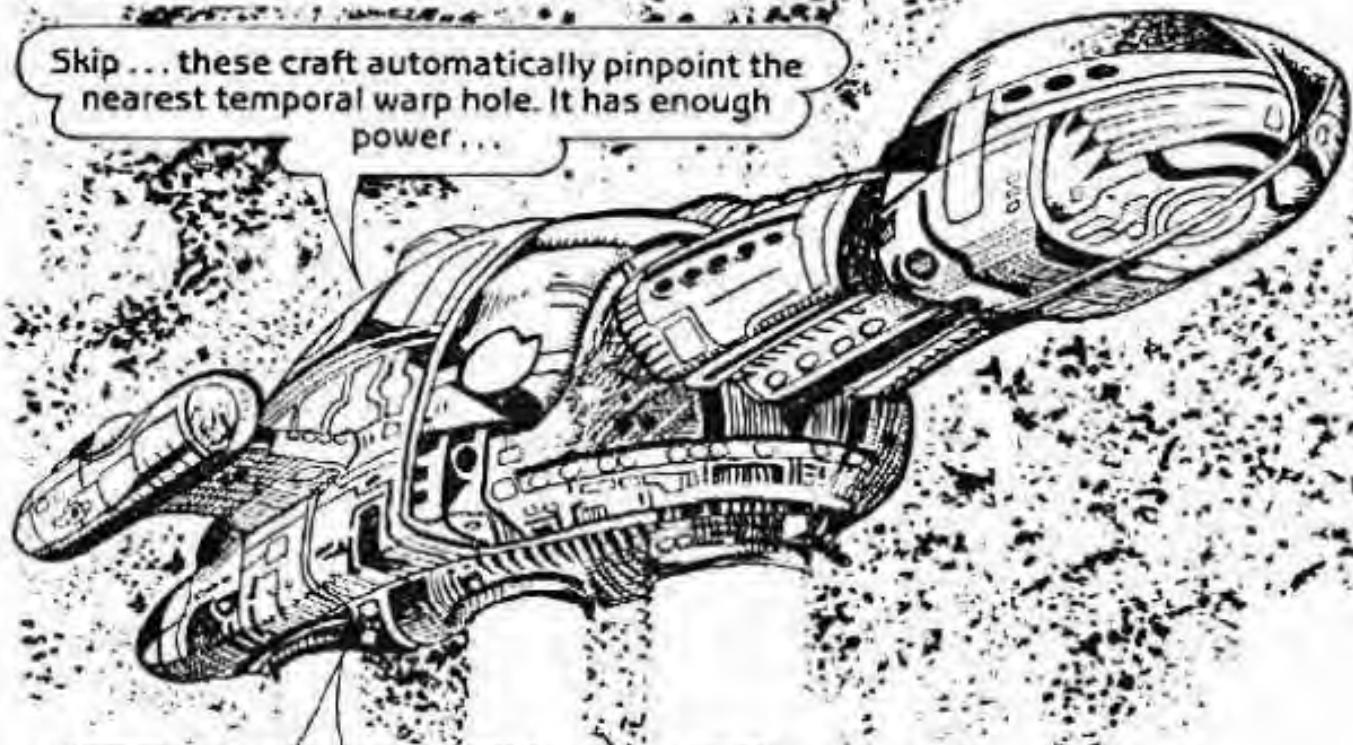
Use your laser on low power—the heat will keep them back!



57

THE 0.75 MILLION TON LUCIUS CRAFT LIFTED OFF ON
COLUMNS OF COMPRESSED GAS.

Skip ... these craft automatically pinpoint the
nearest temporal warp hole. It has enough
power ...



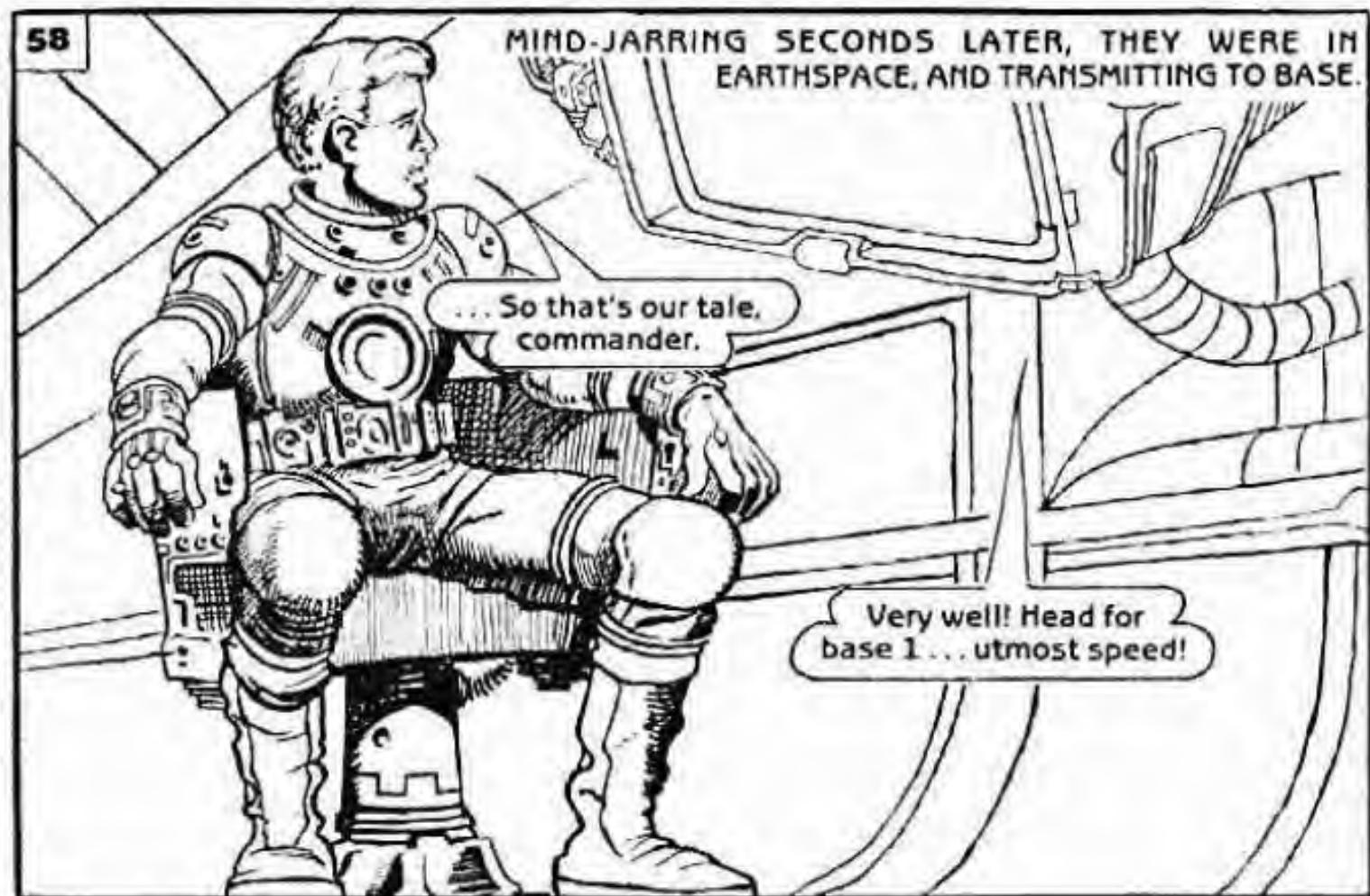
Blast off! Set controls for temporal warp!

58

MIND-JARRING SECONDS LATER, THEY WERE IN
EARTHSPACE, AND TRANSMITTING TO BASE.

... So that's our tale,
commander.

Very well! Head for
base 1 ... utmost speed!



59

BACK ON EARTH, A WHOLE NEW SERIES OF PROBLEMS AROSE... AND ANOTHER DECISION HAD TO BE MADE.

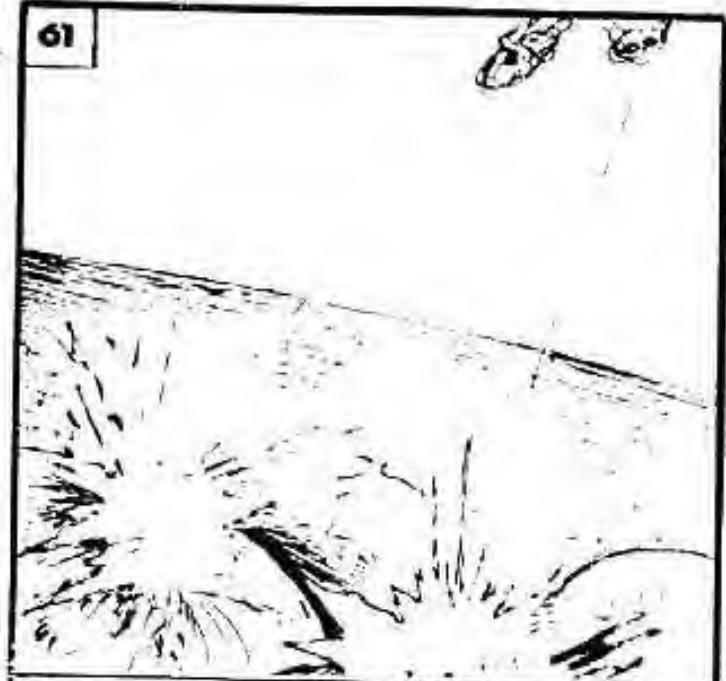
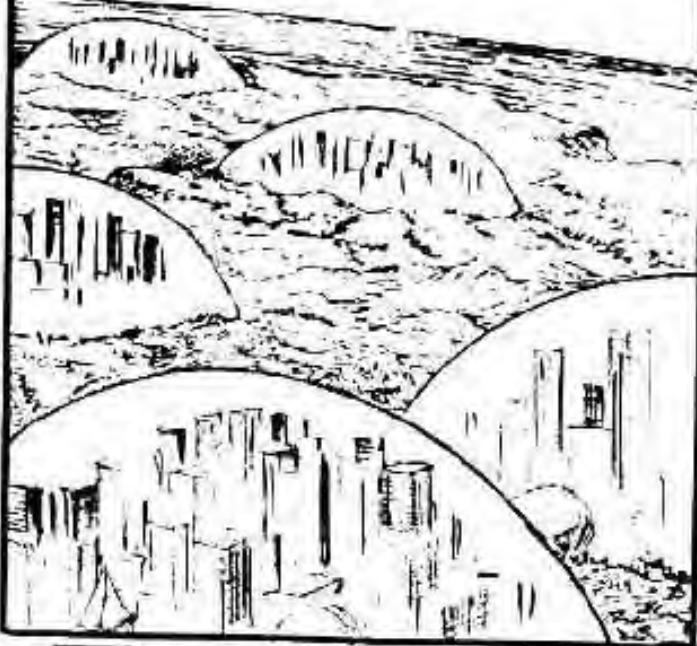
While you've been away, these Beta chappies have been lacing our atmosphere with terraforming chemicals. The methane level is rising and will reach danger levels soon. We're stuck on this side of the Galactic Sea because we don't have temporal warp technology. We'll have to seal off centres to survive.

The battlefleet's useless because we can't pinpoint enough temporal warp holes to prevent an invasion. The fleet can't monitor the whole area in strength. I reckon we make a stand on Earth.

Or try to stop their terraforming.

WHAT CHOICE DO YOU MAKE? IF YOU WANT TO SEAL CENTRES TO KEEP OUT METHANE, GO TO PIC 60. STOP TERRAFORMING TAKES YOU TO PIC 62 STAND AND FIGHT AT PIC 63.

60 IT WOULD NOT BE POSSIBLE TO ACCOMMODATE EVERYONE UNDER DOMES. A HUGH NUMBER WOULD BE LEFT OUTSIDE TO DIE.



EVEN WITH THE DOMES UP, THE ALIENS WOULD SIMPLY ELIMINATE RESISTANCE. RETURN TO PIC 1, AND BEGIN AGAIN.

AT THIS POINT, WRITE DOWN YOUR IDEA ON HOW TERRAFORMING CAN BE STOPPED. ONCE YOU HAVE COMPLETED THIS, PROCEED TO PIC 65. IF YOU HAVE NO IDEA, GO TO PIC 64.

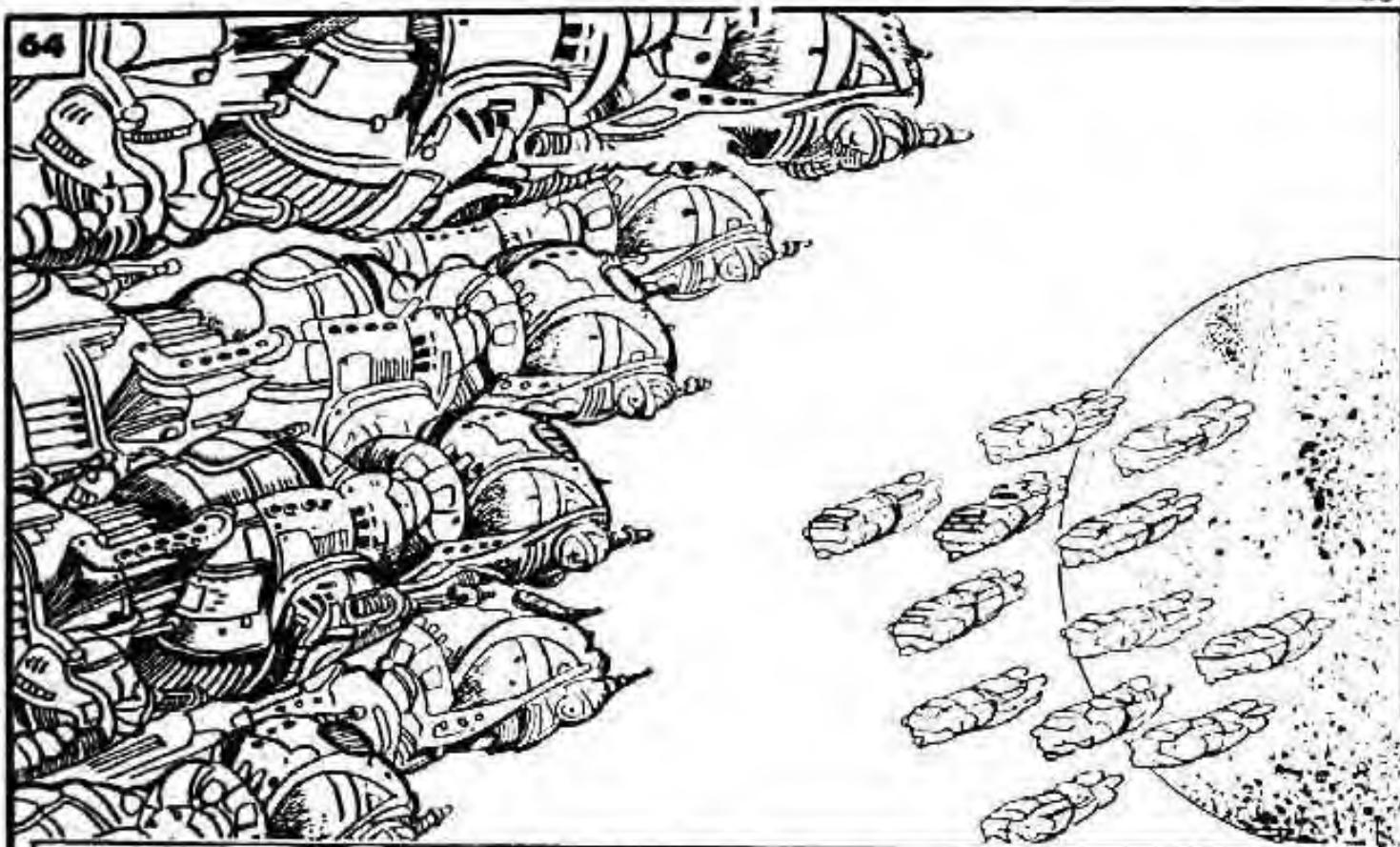
ALTHOUGH HEROIC, STANDING AND FIGHTING IS SUICIDAL. THE LUCIUS WOULD SIMPLY ANNIHILATE ANY OPPPOSITION WITH THEIR MULTIPLE NEEDLE GUNS.



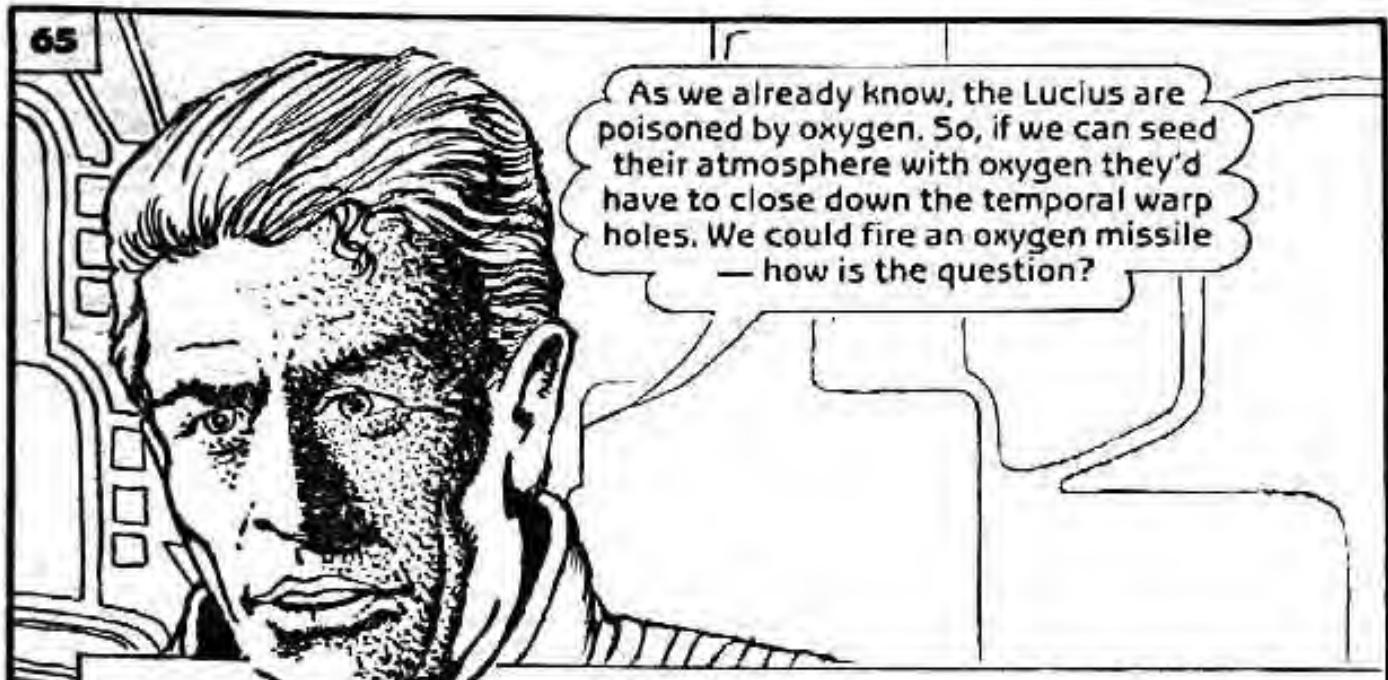
Too many... retreat!



EARTH WOULD BE TAKEN OVER. YOUR MISSION IS OVER. RETURN TO PIC 1.



YOU CAN'T STOP THE ALIENS, AND WITH MANY PEOPLE DYING, THE ONLY ANSWER IS TO SURRENDER. HOPING THAT THE BETA LUCIUS WITH THEIR OBJECTIVE ATTAINED, WILL LET THE SURVIVORS LIVE IN THE DOME CITIES, RETURN TO PIC 1... LEARN BY EXPERIENCE.

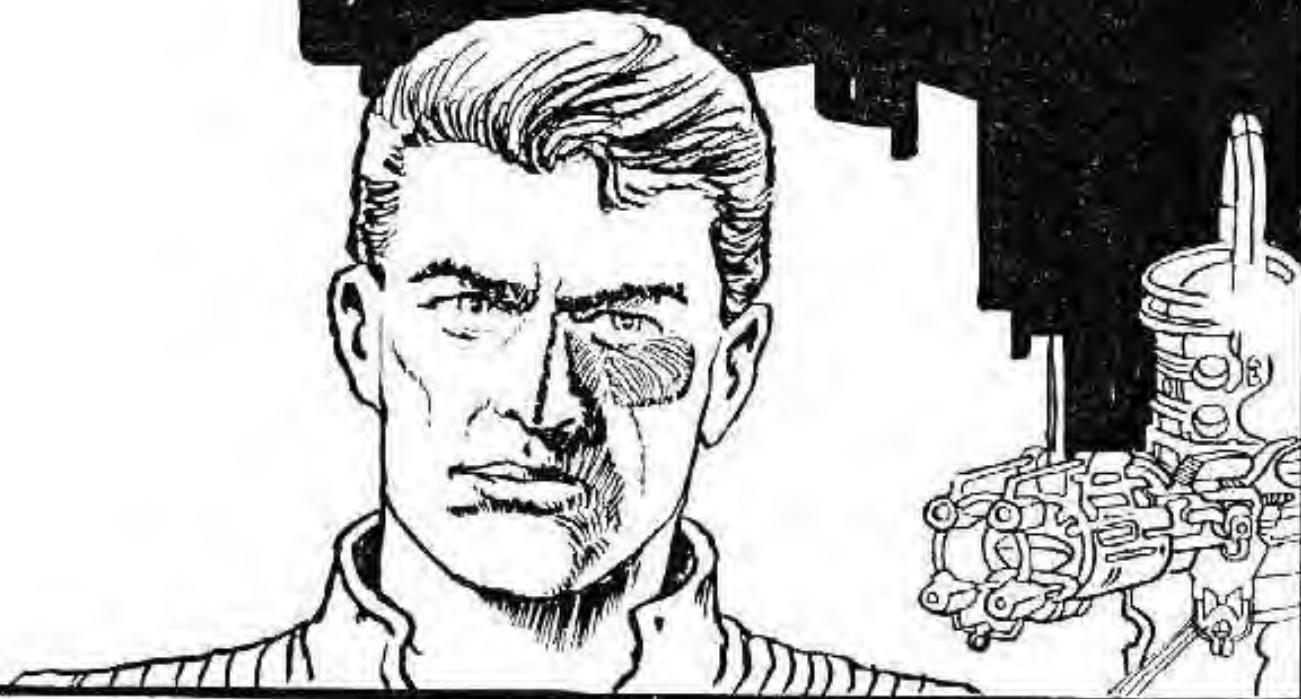


As we already know, the Lucius are poisoned by oxygen. So, if we can seed their atmosphere with oxygen they'd have to close down the temporal warp holes. We could fire an oxygen missile — how is the question?

A TRICKY PROBLEM...
PIC 67 IS THE DESTINATION IF YOU DECIDE TO FIRE A MISSILE BY CONVENTIONAL MEANS.
IF YOU WANT TO USE THE TEMPORAL WARP GO TO PIC 66.

66

DID YOU PICK THIS ONE WITHOUT KNOWING WHY? IF SO STOP!!... PROCEED TO PIC 67 IMMEDIATELY. IF YOU HAVE A REASON, MAKE A NOTE AND GO TO PIC 68.



67

CONVENTIONAL MISSILES WOULD TAKE SO LONG TO ARRIVE THAT THE ALIENS WOULD HAVE LEFT LUCIUS ON THEIR WAY TO INVADE EARTH — GO BACK TO PIC 61.

68

YOU OBVIOUSLY REMEMBERED THAT THE CAPTURED CRAFT COULD PINPOINT TEMPORAL WARP HOLES AND COULD BE USED TO FIRE OXYGEN MISSILES.



69

THE OXYMISSILES WERE FIRED AS THE CAPTURED CRAFT PINPOINTED THE WARP HOLES—

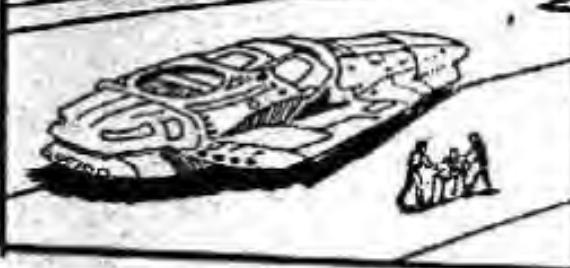


YOU HAVEN'T WON YET, MERELY BOUGHT YOURSELF SOME TIME. CONTINUE WITH YOUR MISSION!

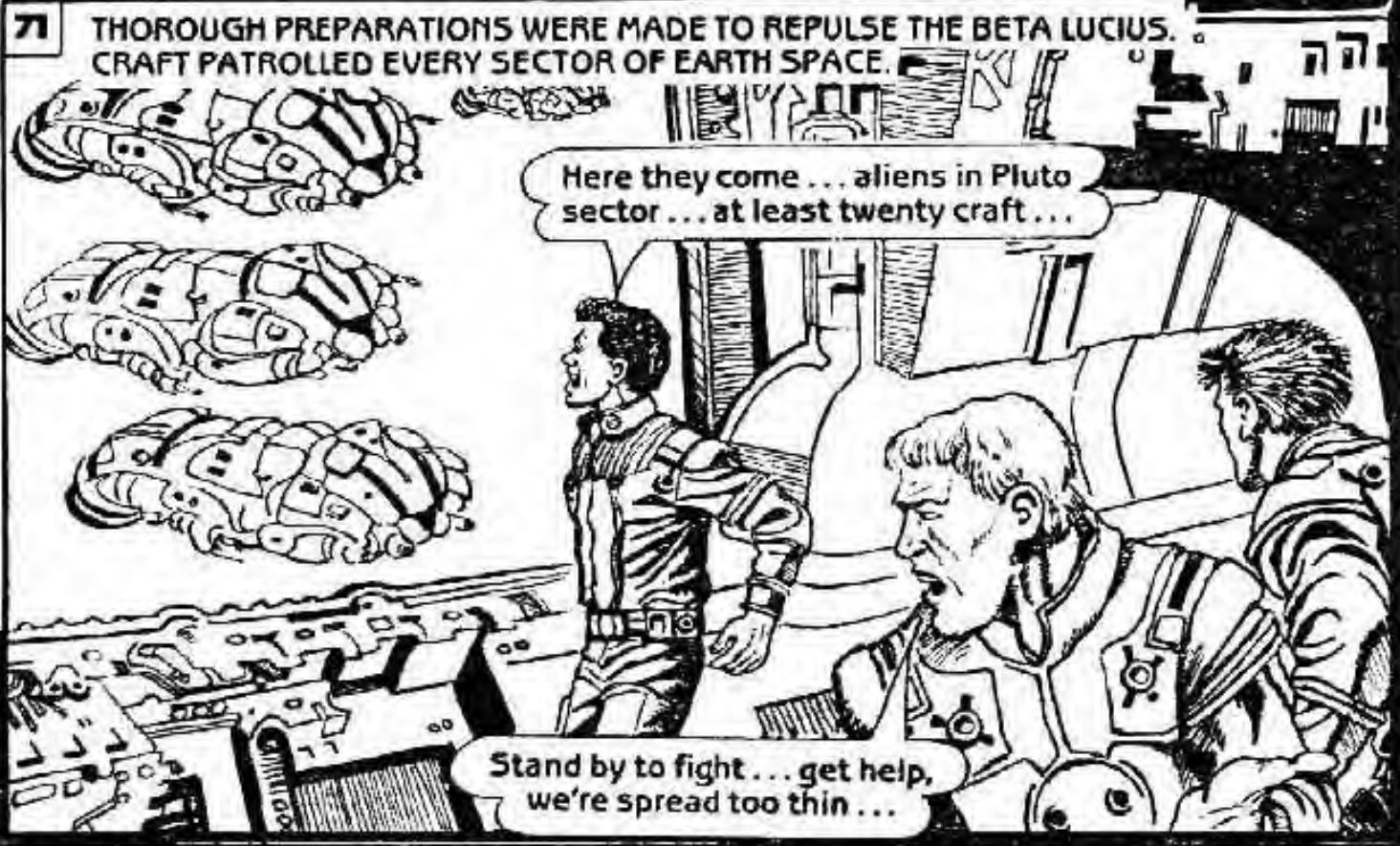


...so to sum up, the Beta Lucius are seeking a new home because their own planet has run out of natural resources. Earth was selected because, apart from the atmosphere, it was ideal for minerals. All attempts at negotiation have failed, we have inferior fire-power, and our fleet can't reach Beta Lucius because of the distance.

You calculate that the planet will last two months, and they'll invade before then. So, what do we do? It takes longer than that to reach there at sub-*ftl* speed.



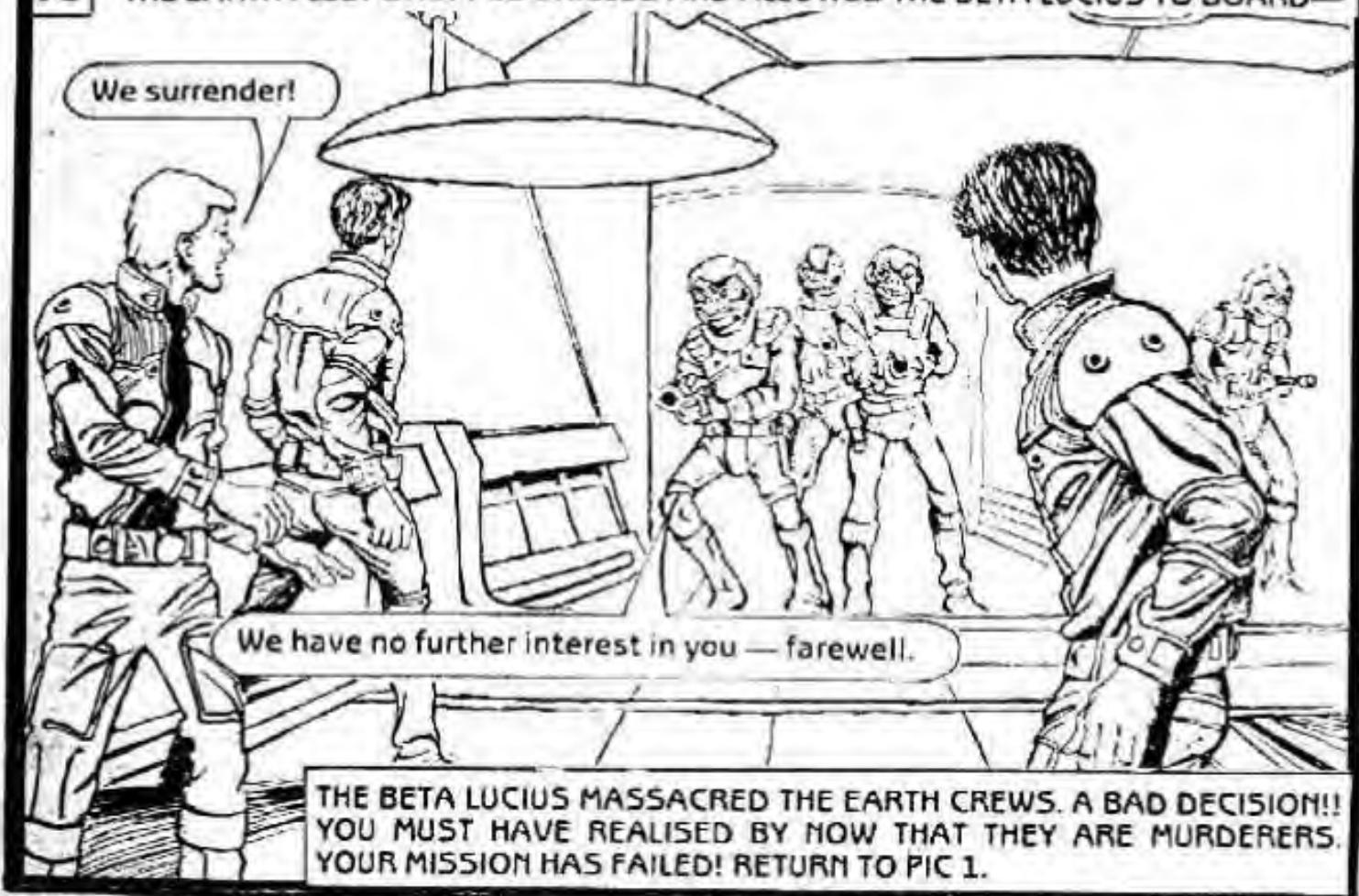
THREE COURSES OF ACTION WERE DISCUSSED — BUT WHICH WOULD YOU CHOOSE. STANDING AND FIGHTING IN EARTH SPACE — GO TO PIC 71. LAUNCHING THE EARTH FLEET TO MEET THE ALIENS IN BETA LUCIUS SPACE — GO TO PIC 74. USING TEMPORAL WARP TO RETURN TO BETA LUCIUS WITH A SABOTAGE SQUAD — GO TO PIC 76.



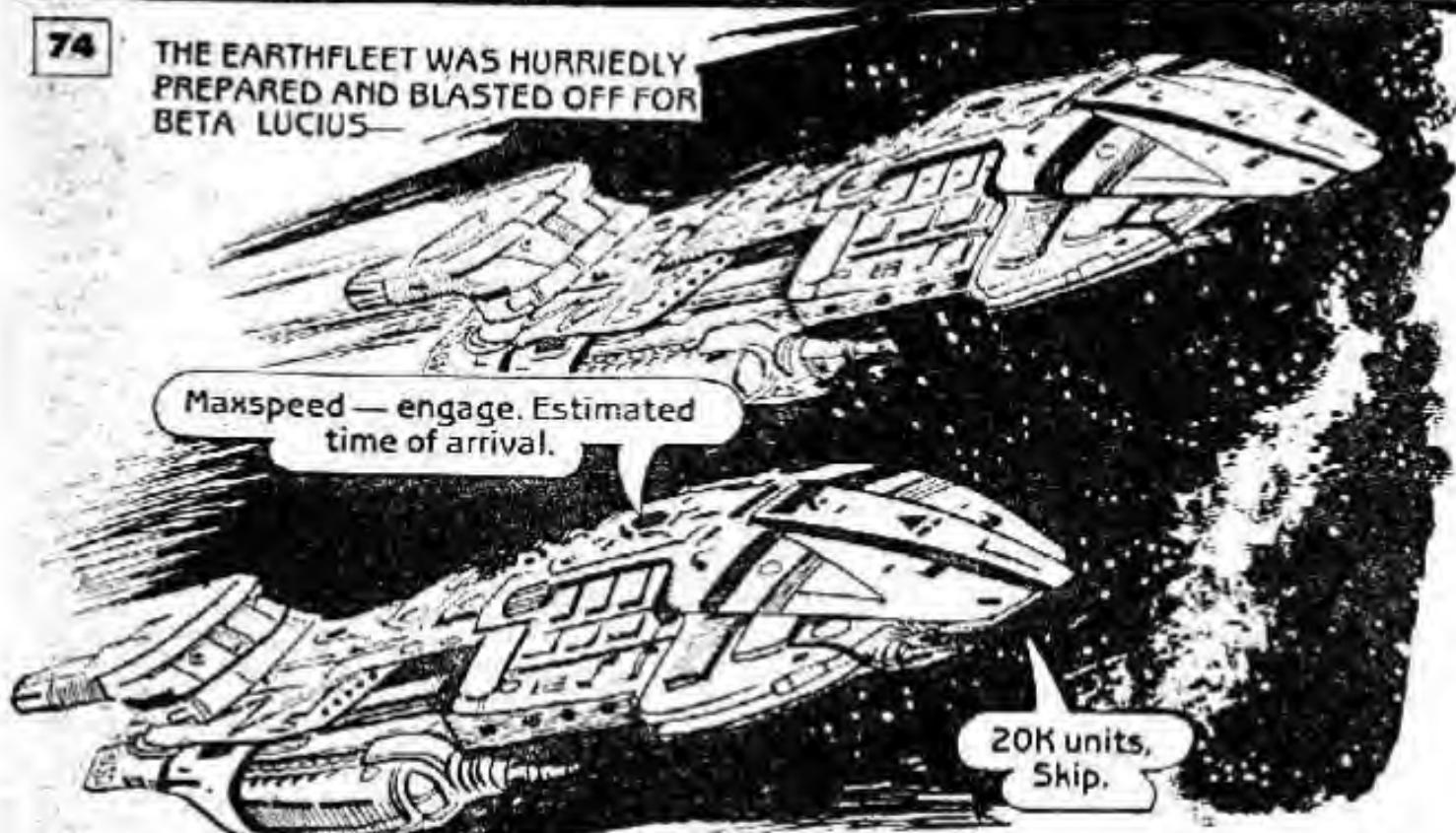
72 OVERWHELMED, OUT-GUNNED, AND OUTRUM, THE EARTH FLEET WAS DECIMATED.

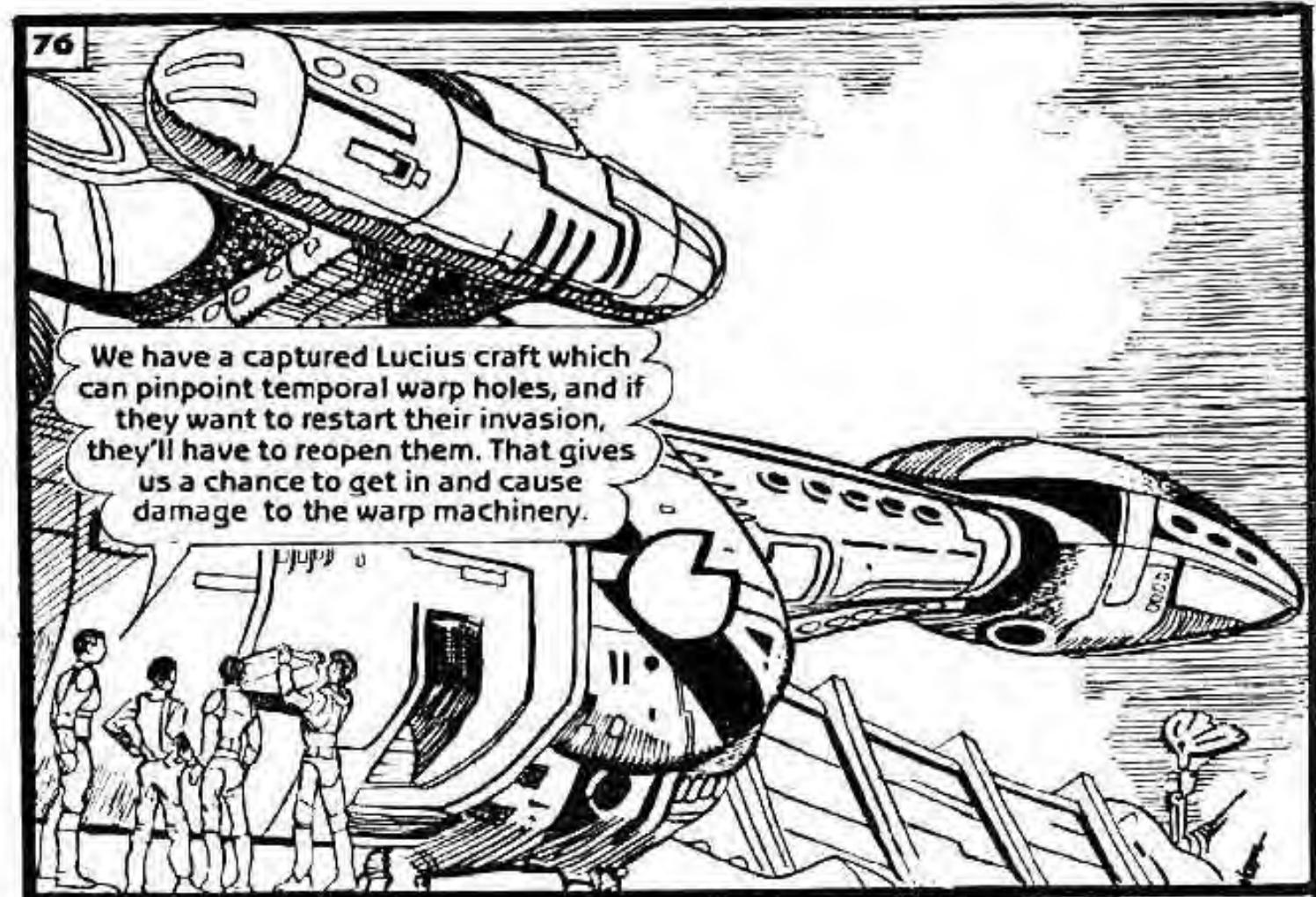


73 THE EARTH FLEET DROPPED SHIELDS AND ALLOWED THE BETA LUCIUS TO BOARD—

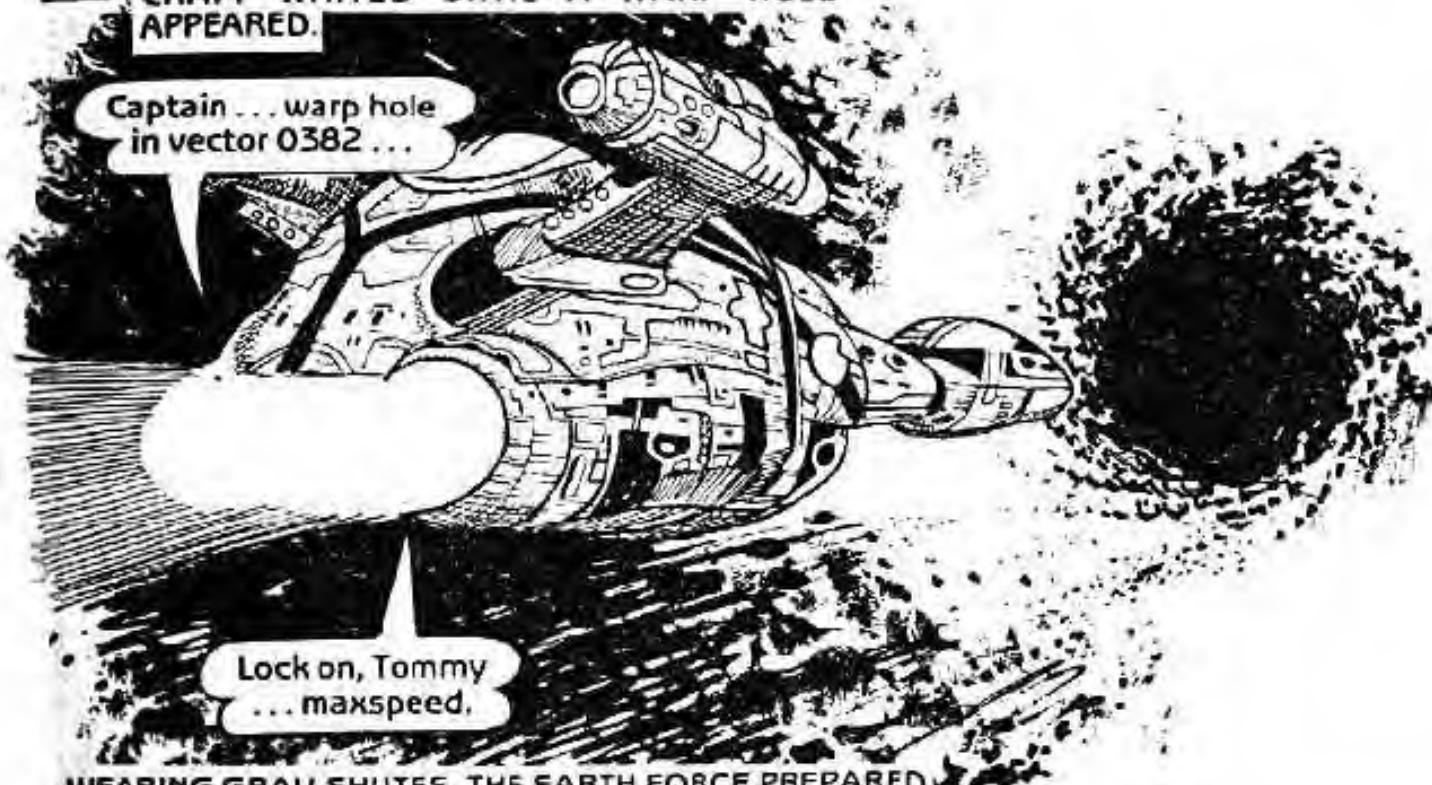


74 THE EARTH FLEET WAS HURRIEDLY PREPARED AND BLASTED OFF FOR BETA LUCIUS—



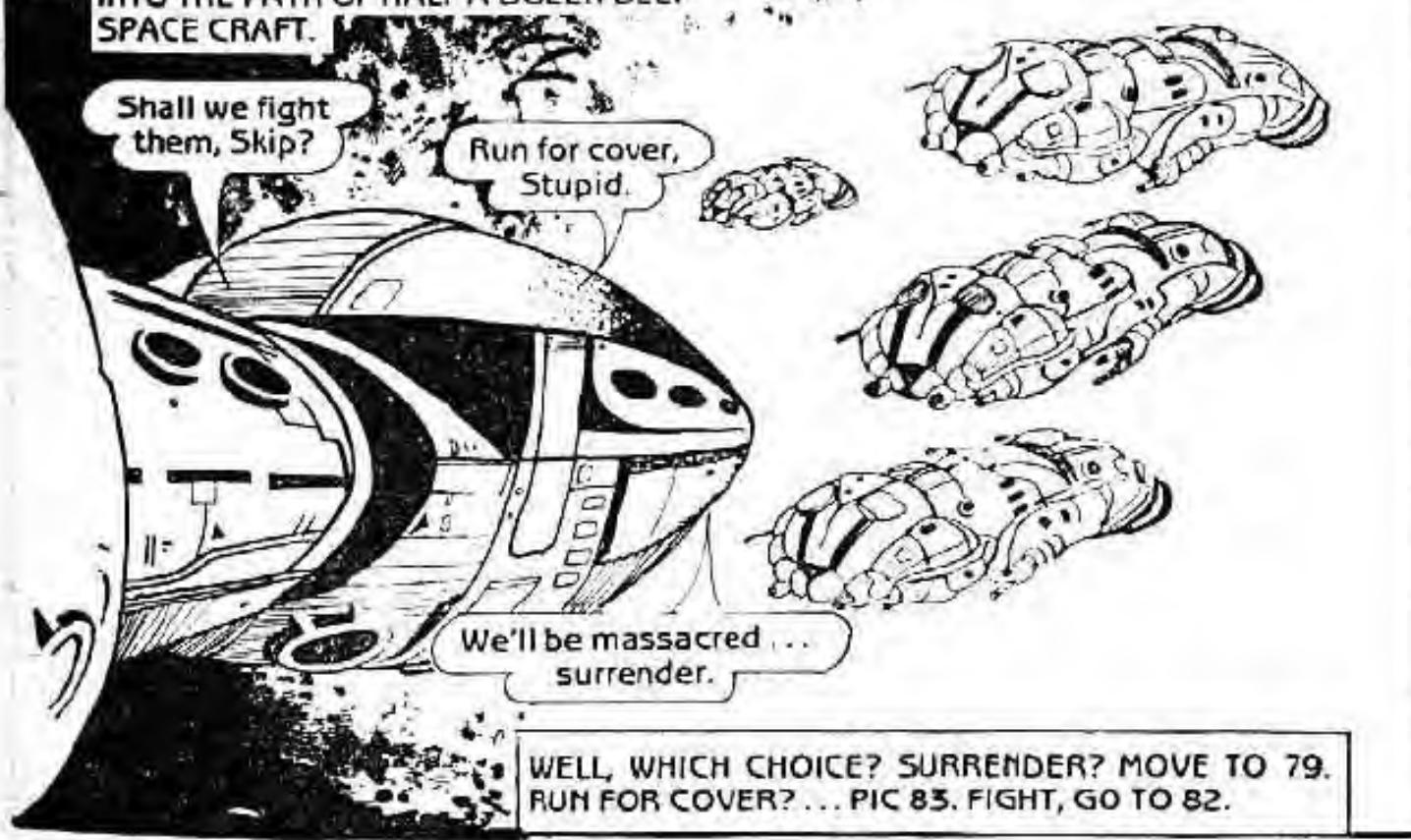


77 WITH A HAND-PICKED CREW, THE CAPTURED CRAFT WAITED UNTIL A WARP HOLE APPEARED.



WEARING GRAV-SHUTES, THE EARTH FORCE PREPARED TO STRIKE BACK.

78 THE CRAFT BURST THROUGH ... RIGHT INTO THE PATH OF HALF A DOZEN DEEP SPACE CRAFT.



WELL, WHICH CHOICE? SURRENDER? MOVE TO 79. RUN FOR COVER? ... PIC 83. FIGHT, GO TO 82.

We're outnumbered . . . we won't fight.
Look for an opportunity to escape.

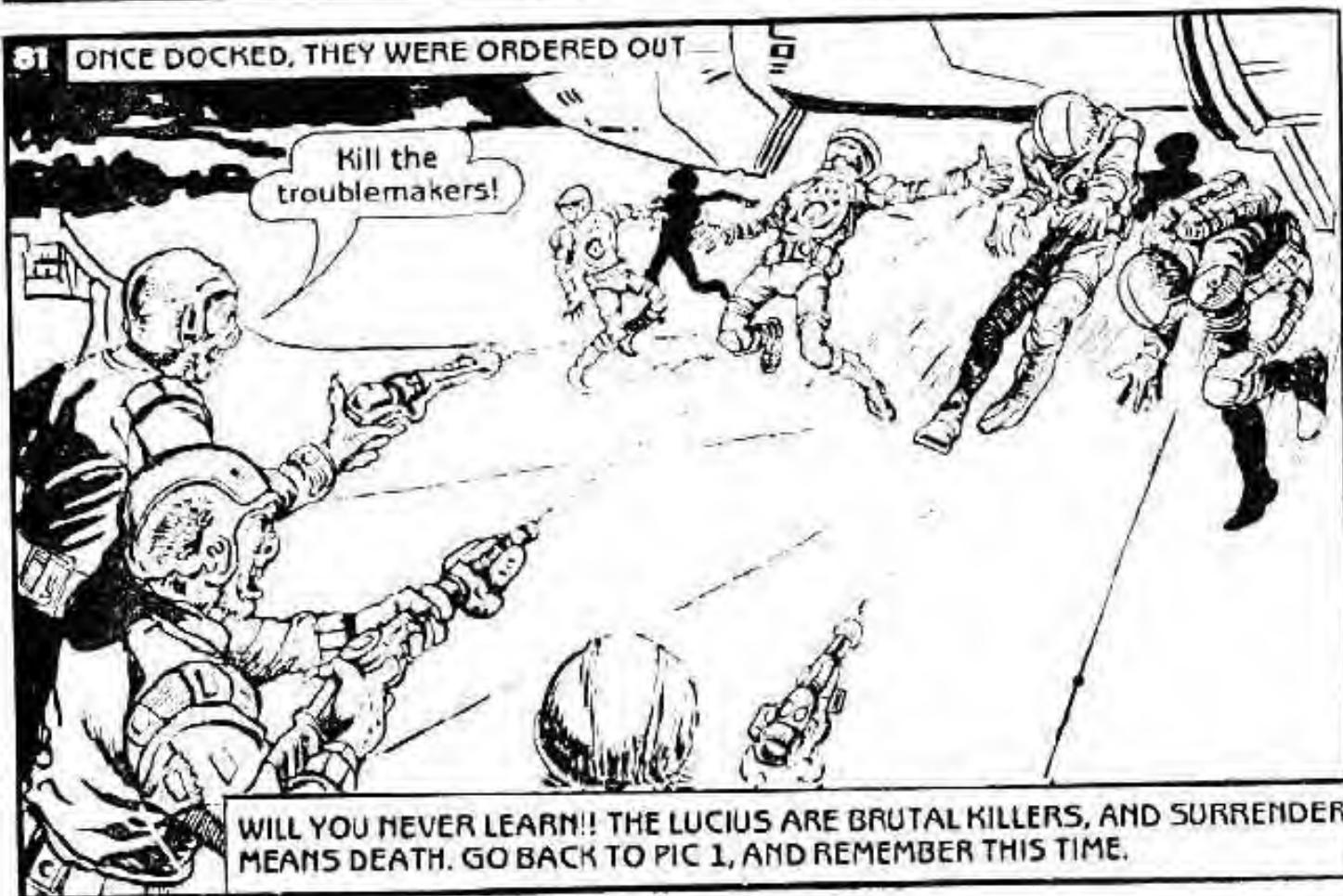


THE CRAFT WAS ESCORTED TO AN
ORBITING STATION—



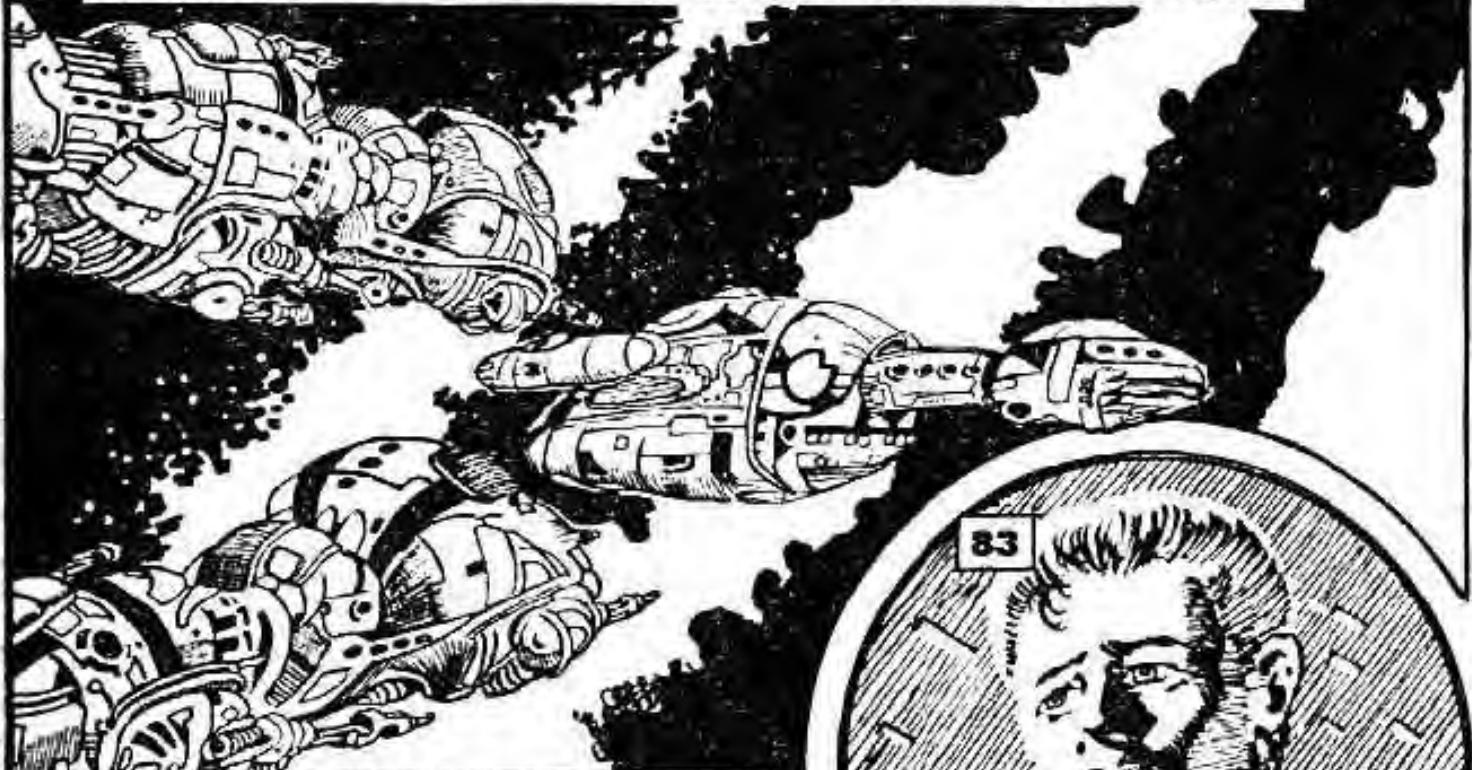
ONCE DOCKED, THEY WERE ORDERED OUT

Kill the
troublemakers!



WILL YOU NEVER LEARN!! THE LUCIUS ARE BRUTAL KILLERS, AND SURRENDER
MEANS DEATH. GO BACK TO PIC 1, AND REMEMBER THIS TIME.

82 THE LUCIUS CRAFT ARE BIGGER AND YOUR CHANCES OF SURVIVAL ARE NIL!!



THE MISSION IS OVER. EARTH IS DOOMED. RETURN TO PIC 1 AND START AGAIN.



THE LUCIUS CRAFT LAUNCHED SCOUTERS AND THE CHASE WAS ON—

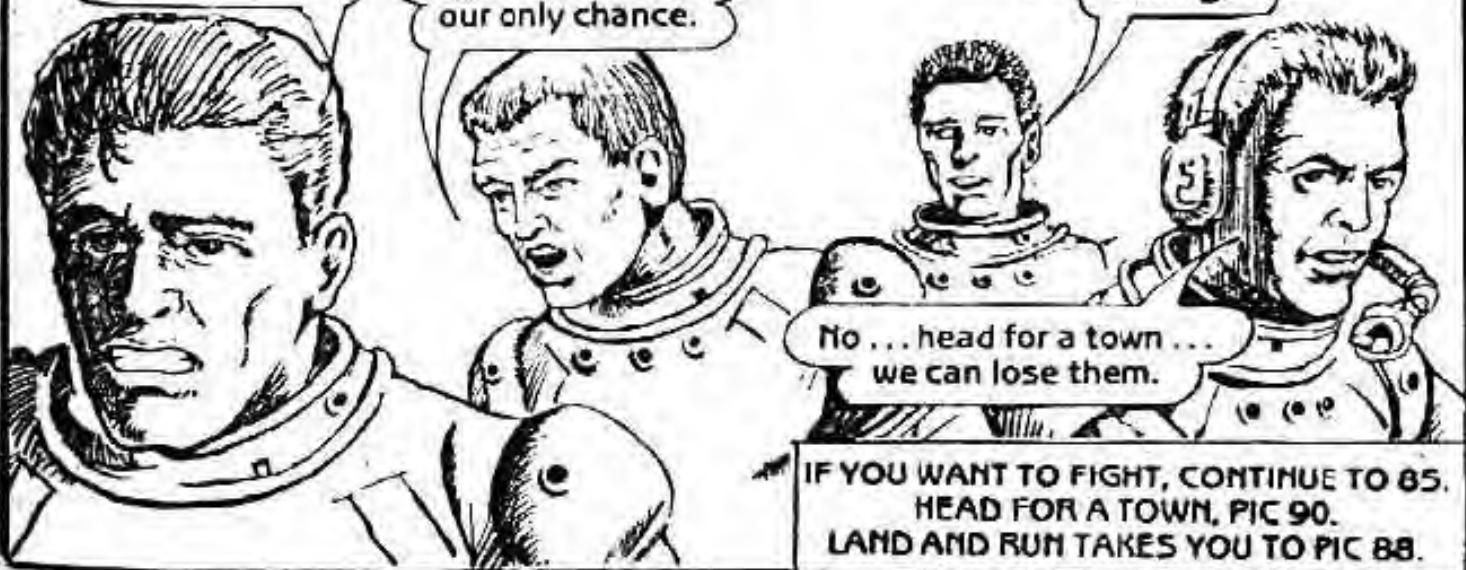
Get into the atmosphere ... their craft aren't atmospheric.

84

The scouters are closing in!

Fight it out ... it's our only chance.

We should land and run ... one of us might have a chance of causing damage.



IF YOU WANT TO FIGHT, CONTINUE TO 85. HEAD FOR A TOWN, PIC 90. LAND AND RUN TAKES YOU TO PIC 88.

85

NOT A GOOD DECISION! LACK OF HEIGHT RESTRICTS THE ESCAPE ROUTES AND HITS ARE UNAVOIDABLE. CONTROL IS SOON LOST.



86

BUT THE CRAFT BROKE UP ON LANDING.



87

A FEW SURVIVORS WERE LEFT, BUT NOT ENOUGH TO CAUSE ANY PROBLEM

We've failed! It's the end of Earth.



88 THE CAPTURED CRAFT TOUCHED DOWN AND THE SQUAD SCATTERED ...



89 ... LEAVING THE SCOUTCRAFT AN EASY JOB PICKING OFF THE HAPLESS TROOPERS.



NOT A VERY CLEVER DECISION ... NEVER MIND, RETURN TO PIC 1 AND START AGAIN.

90 UNABLE TO FIRE FOR FEAR OF HITTING THEIR OWN PEOPLE, THE LUCIUS SCOUTERS FOLLOWED THE COMMANDO CRAFT LOW OVER THE QUARTZ DESERT.



91 SETTING THE CRAFT ON AUTOPILOT, THE CAPTAIN MADE A DECISION...

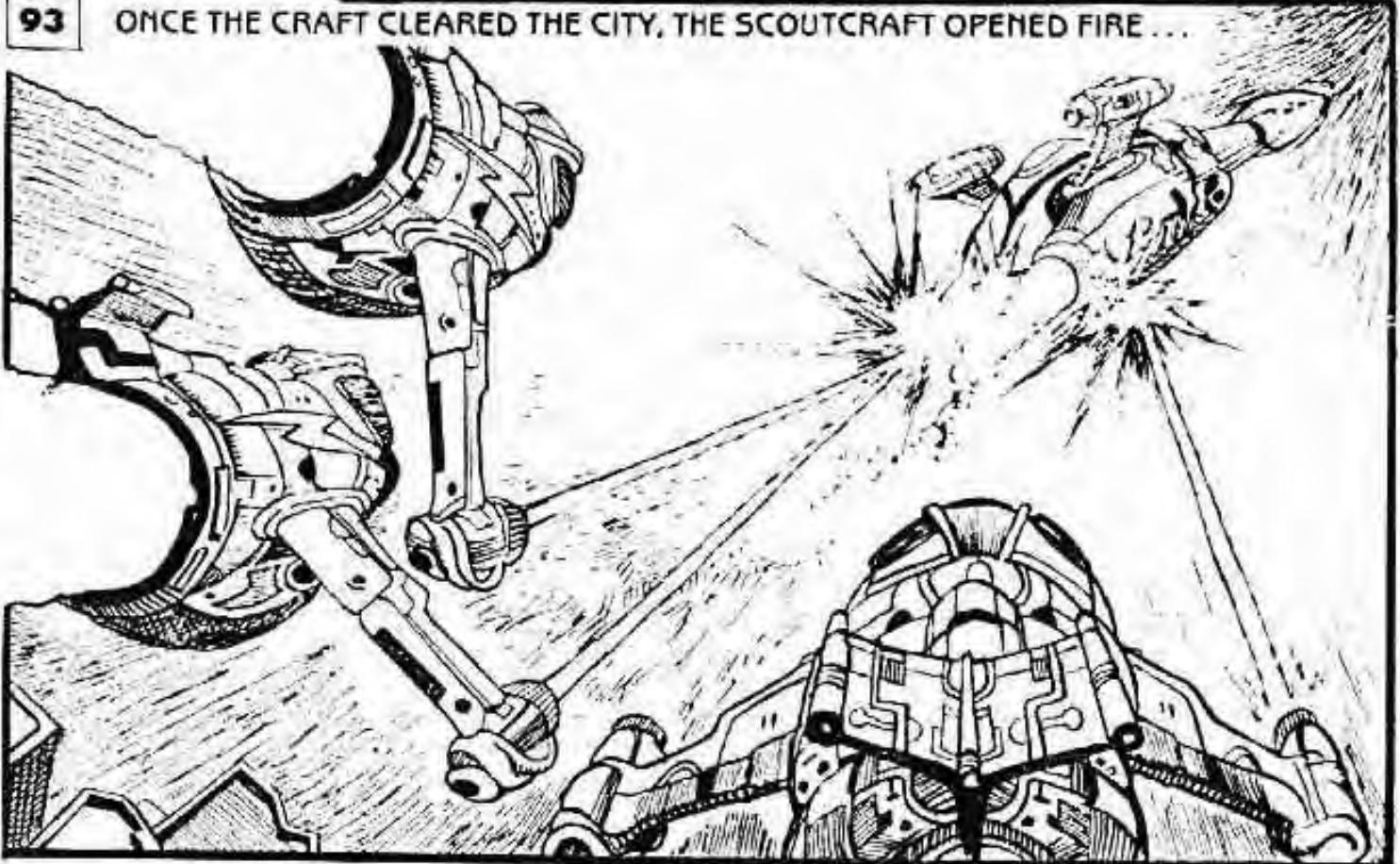
Okay, Lads!
Prepare to use...

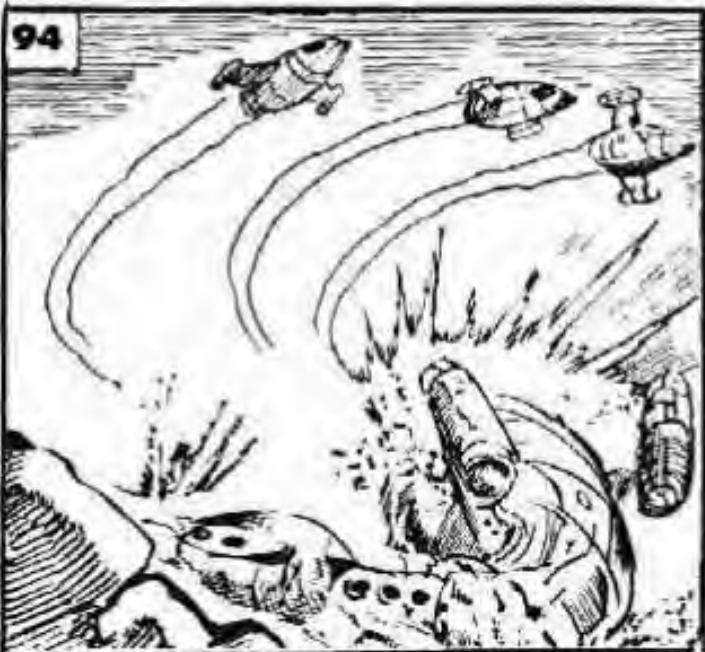


92

PREPARE TO USE WHAT? IF YOU HAVE NO IDEA, GO TO PIC 93. IF YOU HAVE AN IDEA, MAKE A NOTE AND GO TO PIC 95.

93 ONCE THE CRAFT CLEARED THE CITY, THE SCOUTCRAFT OPENED FIRE...





THE HAIL OF FIRE SPELLED THE END OF THE MISSION AS THE CAPTURED CRAFT PLUNGED INTO THE DESERT. YOUR LACK OF IDEAS MEANT THE END OF THE SQUAD, AND ULTIMATELY EARTH. YOU DID WELL TO GET THIS FAR... GO BACK TO PIC 1 AND START AGAIN.

THE COMMANDOS LANDED SILENTLY IN THE CITY, AS THE CRAFT FLEW ON, PURSUED BY THE SCOUTCRAFT.



IF YOU HAVE A NOTE OF GRAVSHUTES, CONTINUE... IF NOT, GO BACK TO PIC 93.

Rendezvous at 021
7QJ go... go...

98 HAVING MADE THE RENDEZVOUS, THEY PLANNED THE NEXT MOVE—



To sabotage the temporal warp units we need to find out where the generating stations are. How? Ask? ,

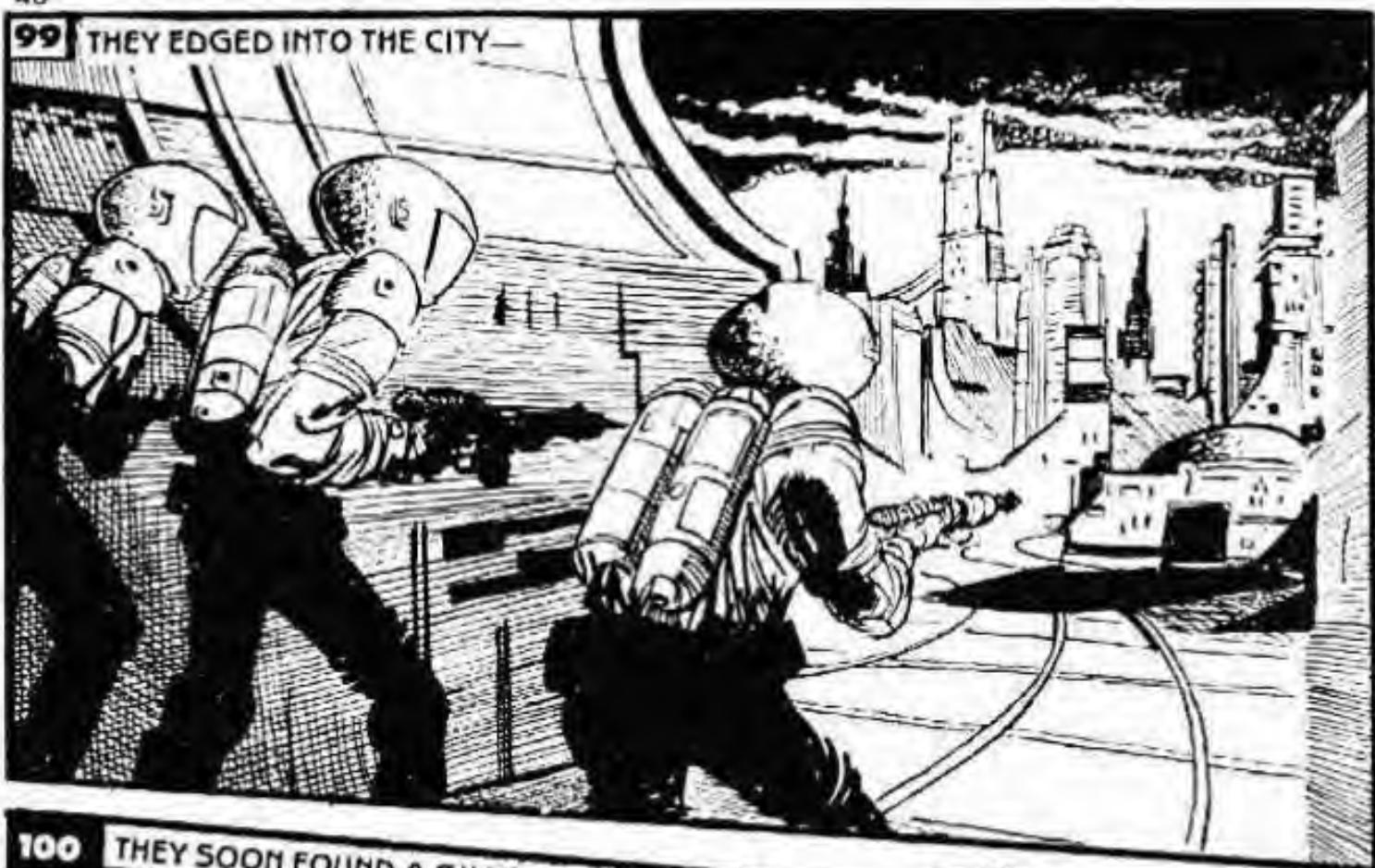
Tap a computer?

I think that ...

IF YOU THINK ASKING IS THE WAY, GO TO 99. TAPPING A COMPUTER TAKES YOU TO PIC 102. IF YOU THINK YOU KNOW WHAT THE CAPTAIN KNOWS... MAKE A NOTE AND PROCEED TO PIC 108.

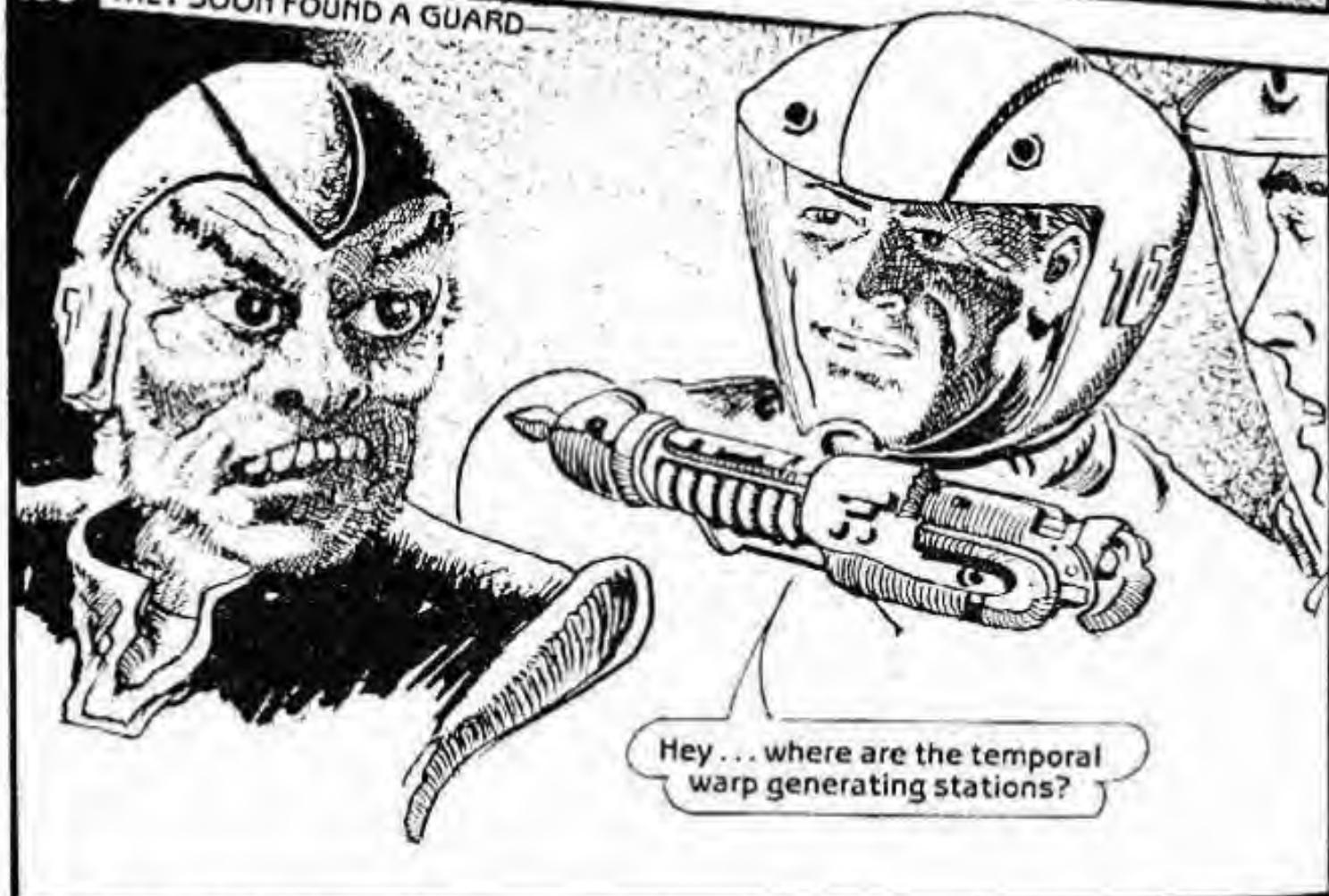
99

THEY EDGED INTO THE CITY—



100

THEY SOON FOUND A GUARD



101 THE PANIC-STRICKEN LUCIUS BABBLED A LOAD OF GIBBERISH—

102 THEY HEADED FOR A SMALL COMMUNITY, AND BROKE INTO THE COMMUNICATIONS CENTRE.

Okay, okay ...

Oke ... get the hacker on the job!

Well, that hasn't helped! We don't know if his information is correct ... and even if it is, he's a hindrance as a prisoner ...

BAD DECISION ... GO BACK TO PIC 98.

103 AFTER A SHORT TIME "HACKING" AT THE COMPUTER FOR INFORMATION ...

It's no good, sir!
Too many blocks.

And alarms ...
guards are coming.

104 AS THEY MADE TO LEAVE—

They're closing in!
Split up!

No — fight.

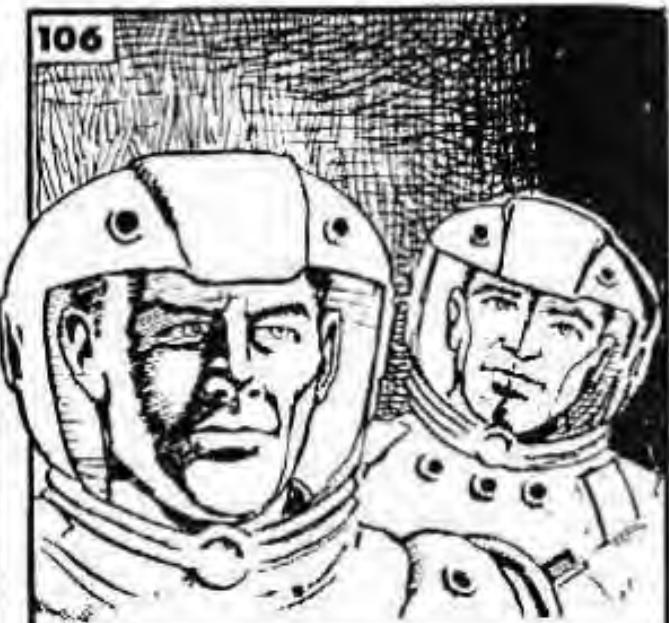
WHAT'S YOUR DECISION ... FIGHT? GO TO PIC 105. SPLITTING UP TAKES YOU TO PIC 106.

105



RETURN TO PIC 1... YOU'VE BLOWN
IT ALMOST AT THE LAST.

106



SO YOU DECIDED TO SPLIT UP...
THEN YOU MUST KNOW WHERE THE
TEMPORAL WARP GENERATING
STATION IS. IF YOU KNOW, MAKE A
NOTE... IF NOT, BACK TO PIC. 105.

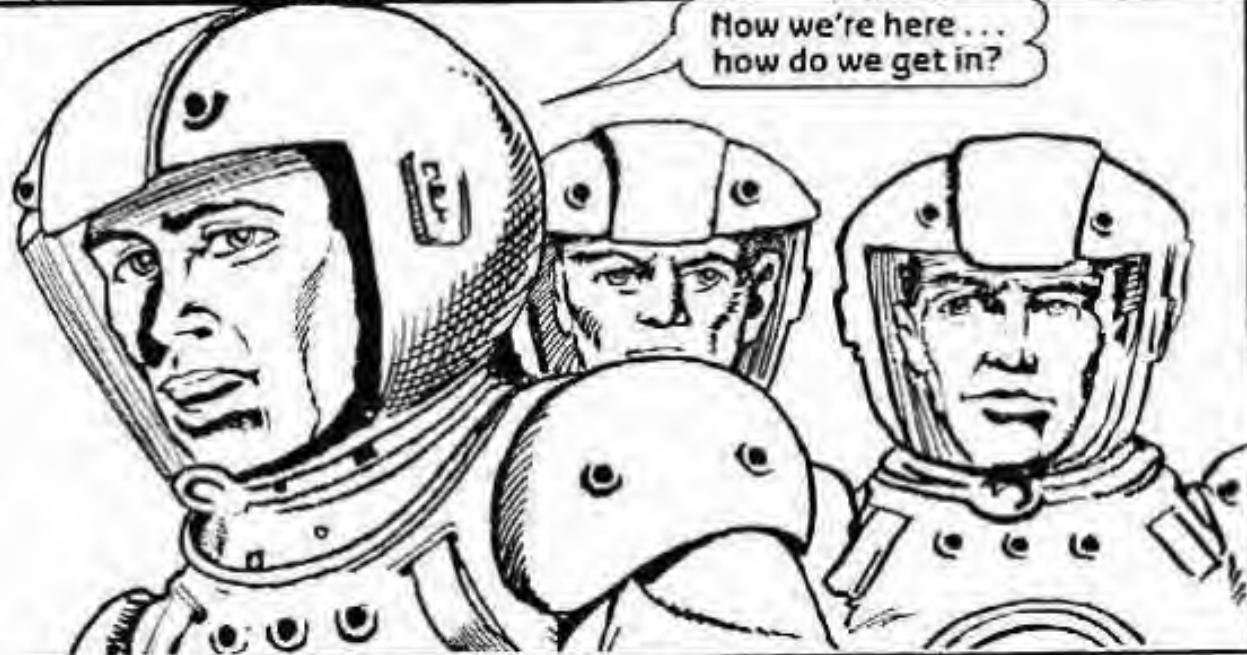
107





THE CAPTAIN HAD NOTICED THAT EVERYTHING SEEMED TO CONVERGE ON ONE BUILDING. IT WAS REASONABLE TO ASSUME THAT THIS WAS THE POWER CENTRE — ONLY IF YOU HAD THIS NOTED MAY YOU CONTINUE... IF NOT, RETURN TO PIC 99

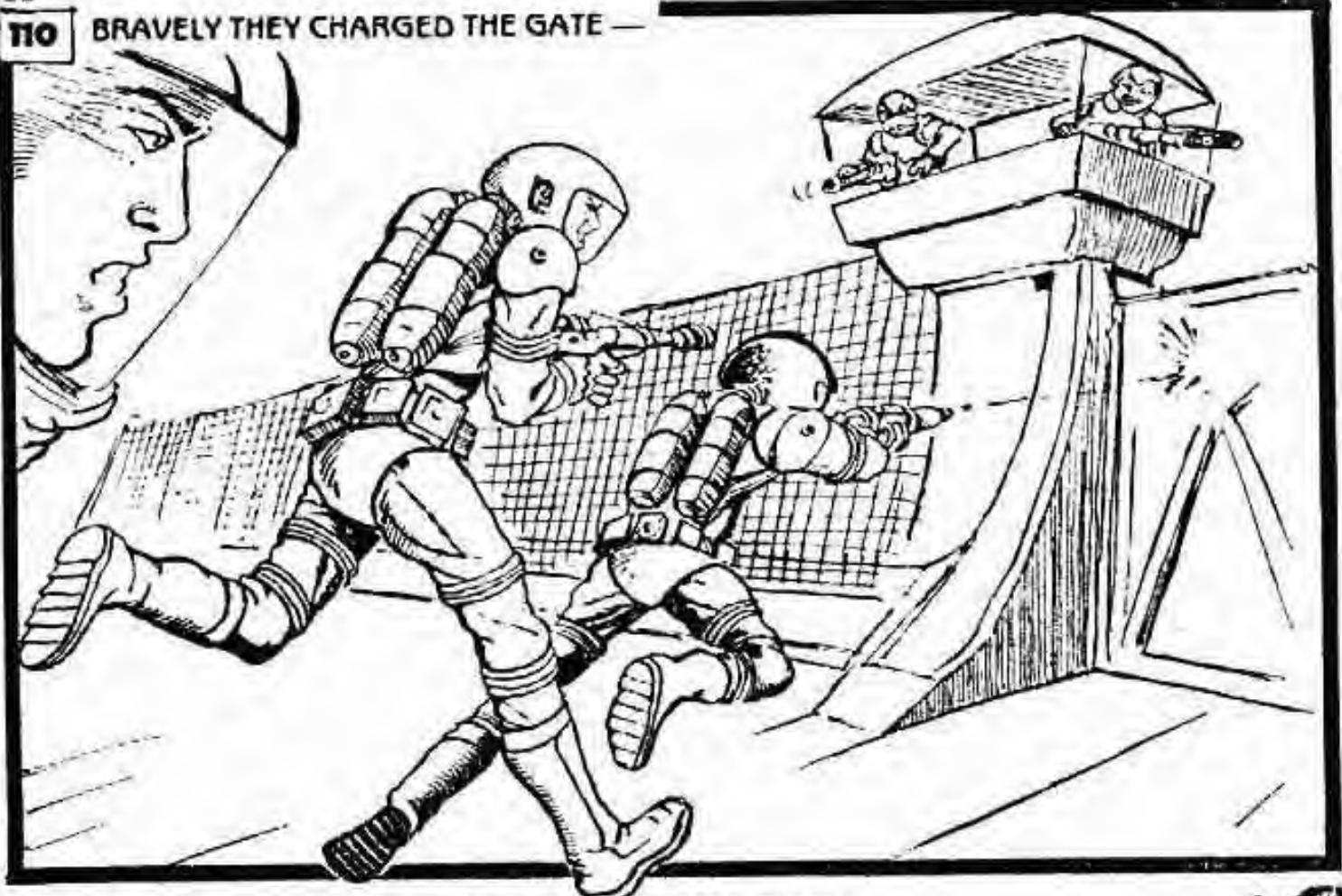
Now we're here...
how do we get in?



THREE WAYS SPRANG TO MIND... GO TO PIC 110 IF YOU WANT TO CHARGE THE GATE. IF A SECRET ENTRY THROUGH THE "WIRE" APPEALS, PIC 112. SURRENDER AT THE MAIN GATE, TAKES YOU TO PIC 115.

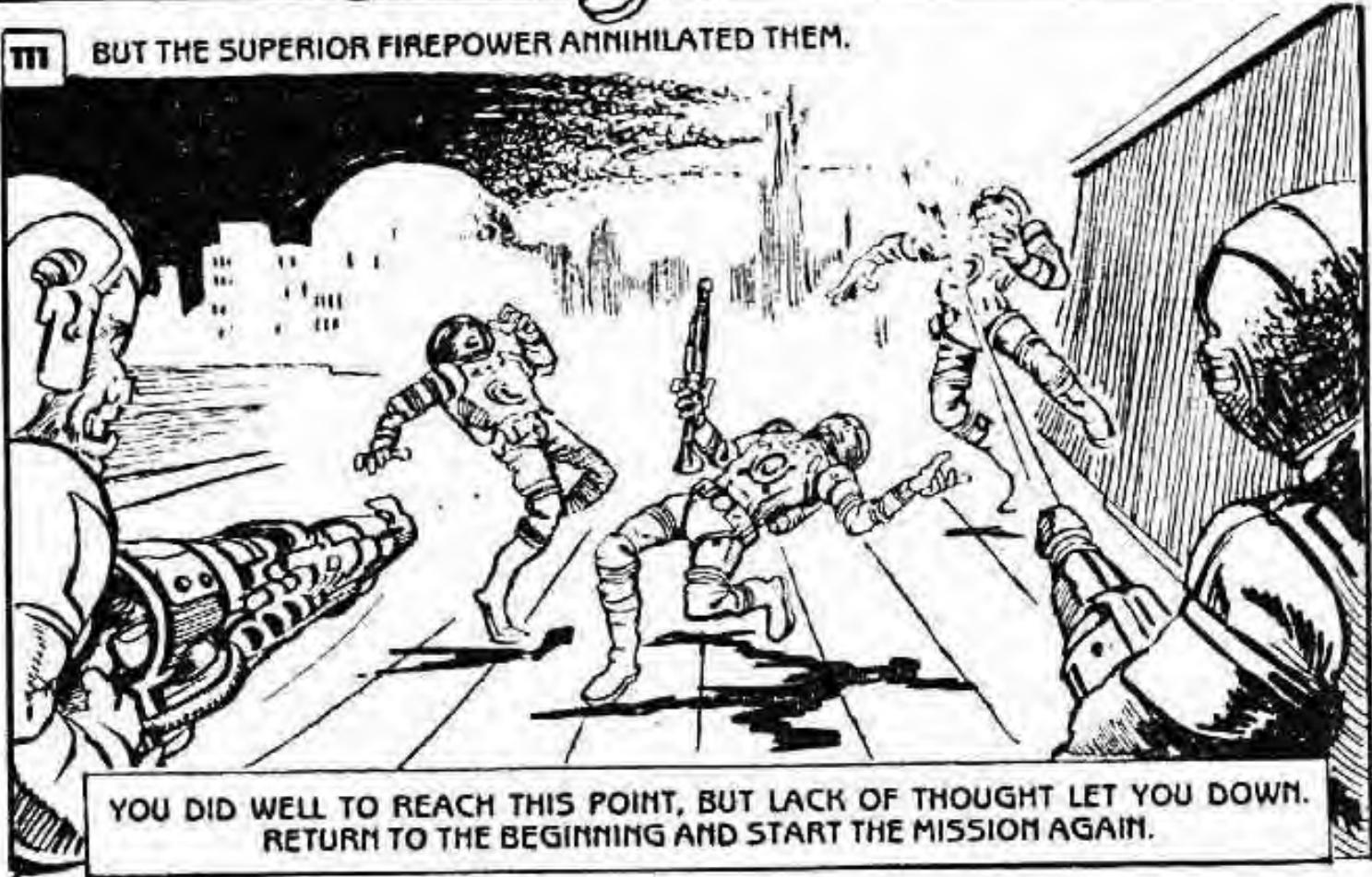
110

BRAVELY THEY CHARGED THE GATE —



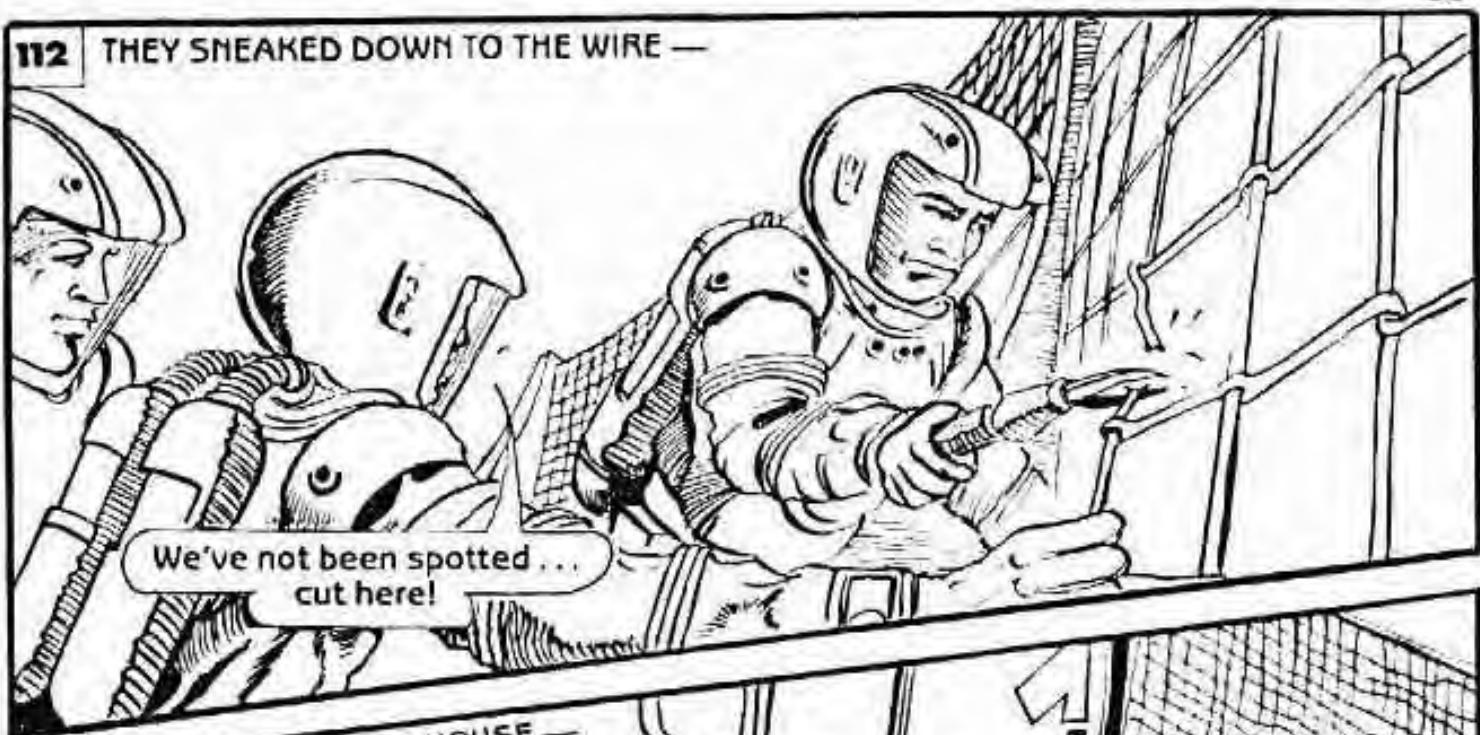
111

BUT THE SUPERIOR FIREPOWER ANNIHILATED THEM.

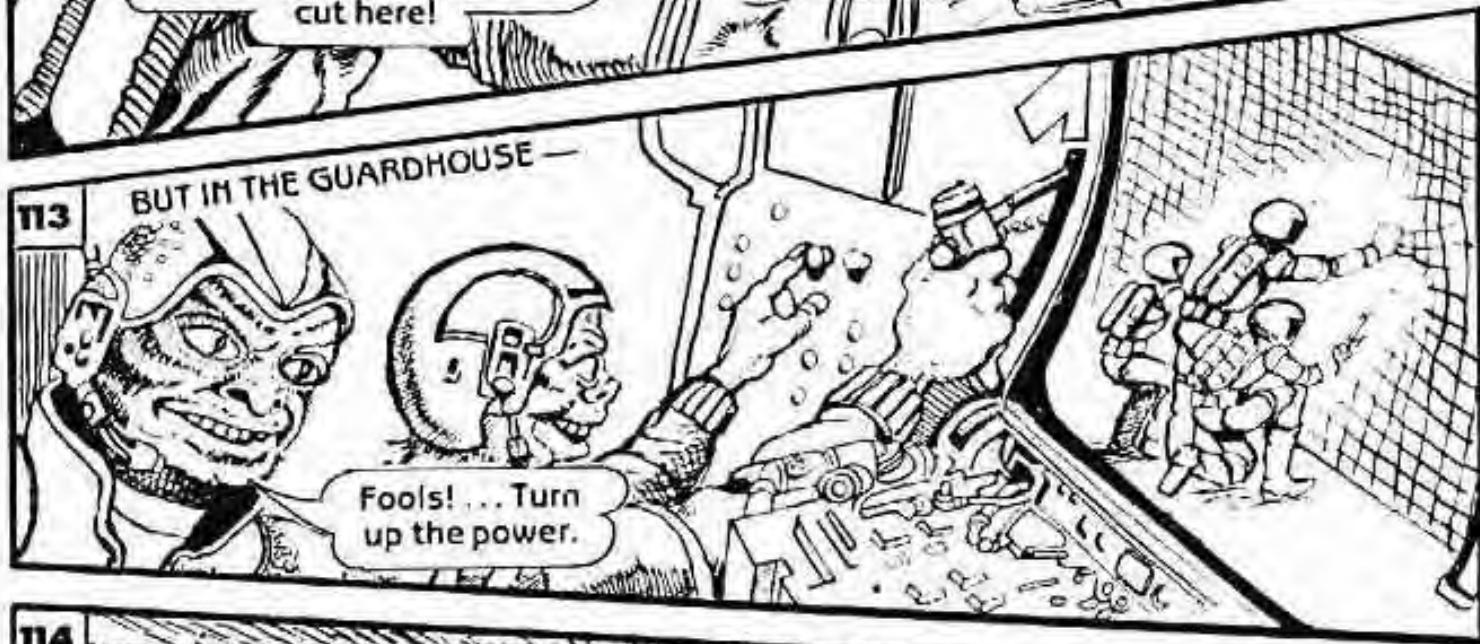


YOU DID WELL TO REACH THIS POINT, BUT LACK OF THOUGHT LET YOU DOWN.
RETURN TO THE BEGINNING AND START THE MISSION AGAIN.

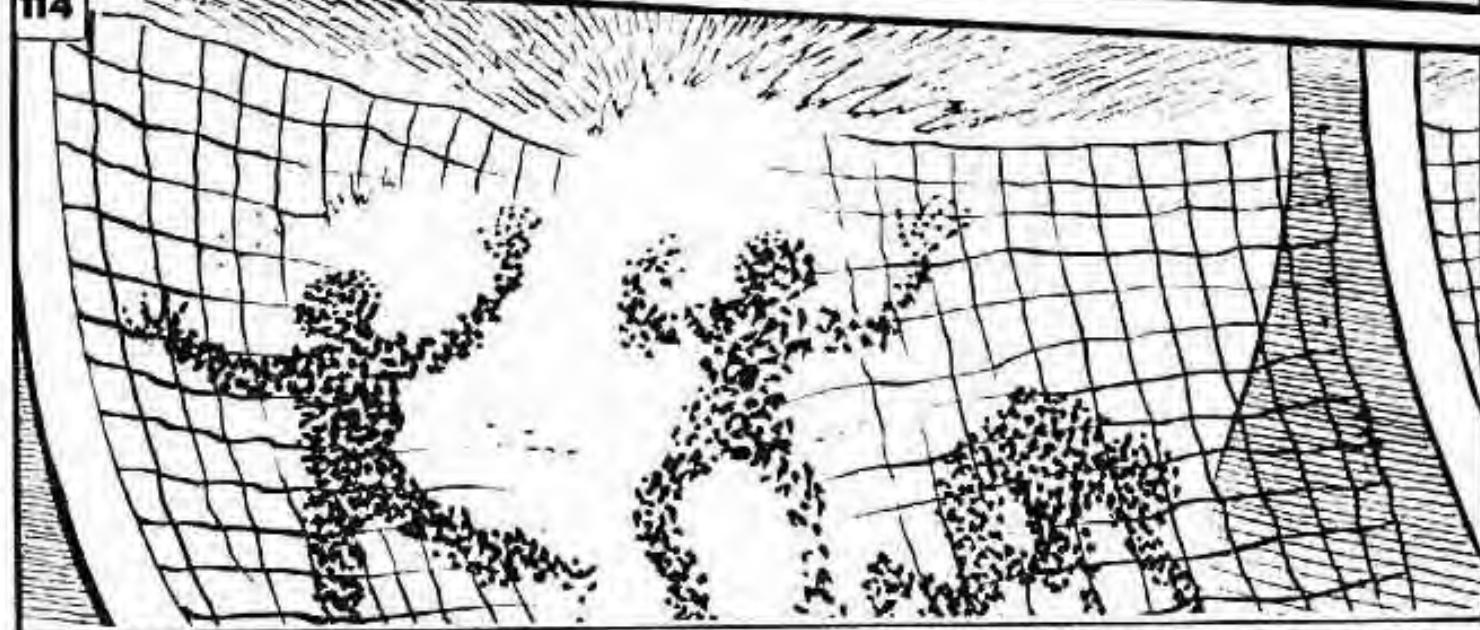
112 THEY SNEAKED DOWN TO THE WIRE —



113 BUT IN THE GUARDHOUSE —



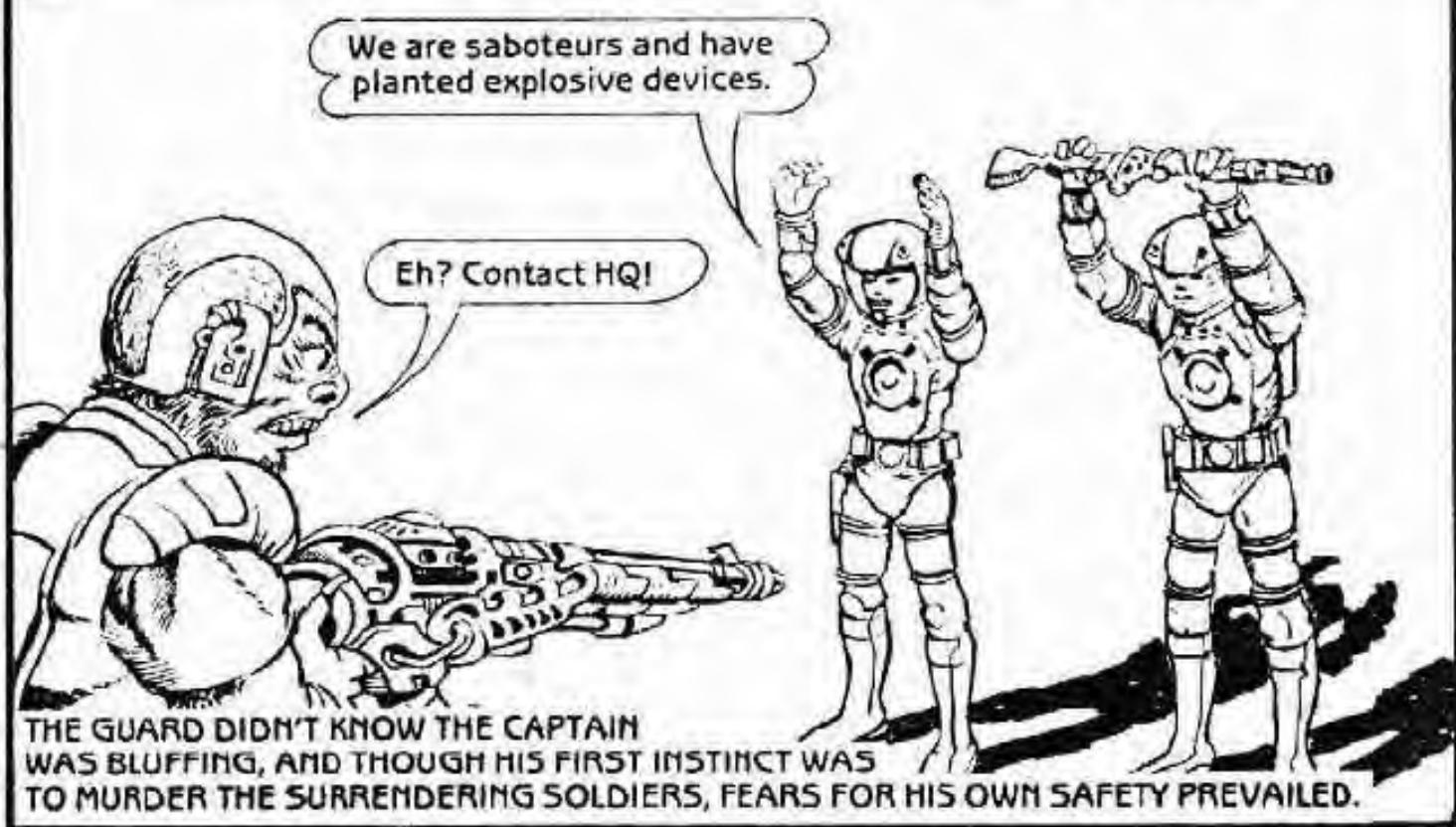
114



A VERY DEFINITE END! IF YOU'D THOUGHT ABOUT IT, YOU WOULD HAVE REALISED THAT SUCH AN IMPORTANT PLACE WOULD BE WELL-PROTECTED. BACK TO PIC 1.

115

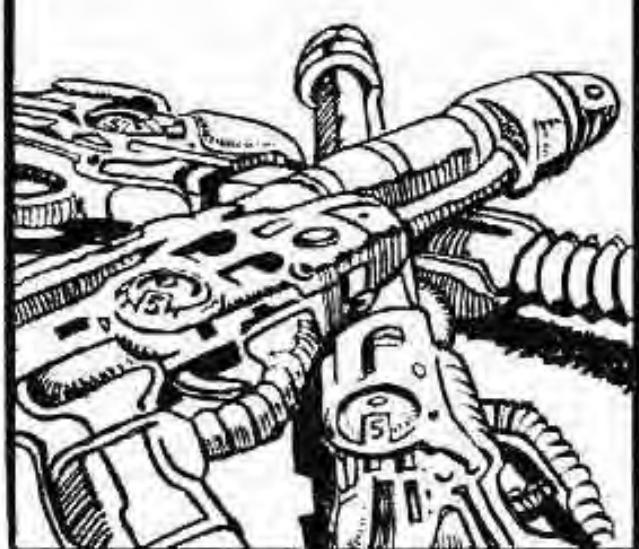
SURPRISED GUARDS DIDN'T FIRE WHEN THEY APPROACHED THE MAIN GATE.



THE GUARD DIDN'T KNOW THE CAPTAIN WAS BLUFFING, AND THOUGH HIS FIRST INSTINCT WAS TO MURDER THE SURRENDERING SOLDIERS, FEARS FOR HIS OWN SAFETY PREVAILED.

116

THEY WERE HERDED INTO THE GUARDHOUSE, AND ORDERED TO HAND OVER THEIR WEAPONS, BUT NOT BEFORE THEY LEFT THEM ON AUTOFIRE.



117



IF YOU KNOW WHAT HAPPENS NEXT, MAKE A NOTE AND GO TO PIC 119. IF NOT, PROCEED.

...1!!



THE BLASTERS WERE ON AUTOFIRE AND WHEN THEY WENT OFF, CAUSED A HUGE METHANE EXPLOSION WHICH KILLED EVERYONE. YOU WERE ALMOST THERE, BUT FAILED TO REALISE THE DANGER OF YOUR ACTIONS! GO BACK TO PIC 1.

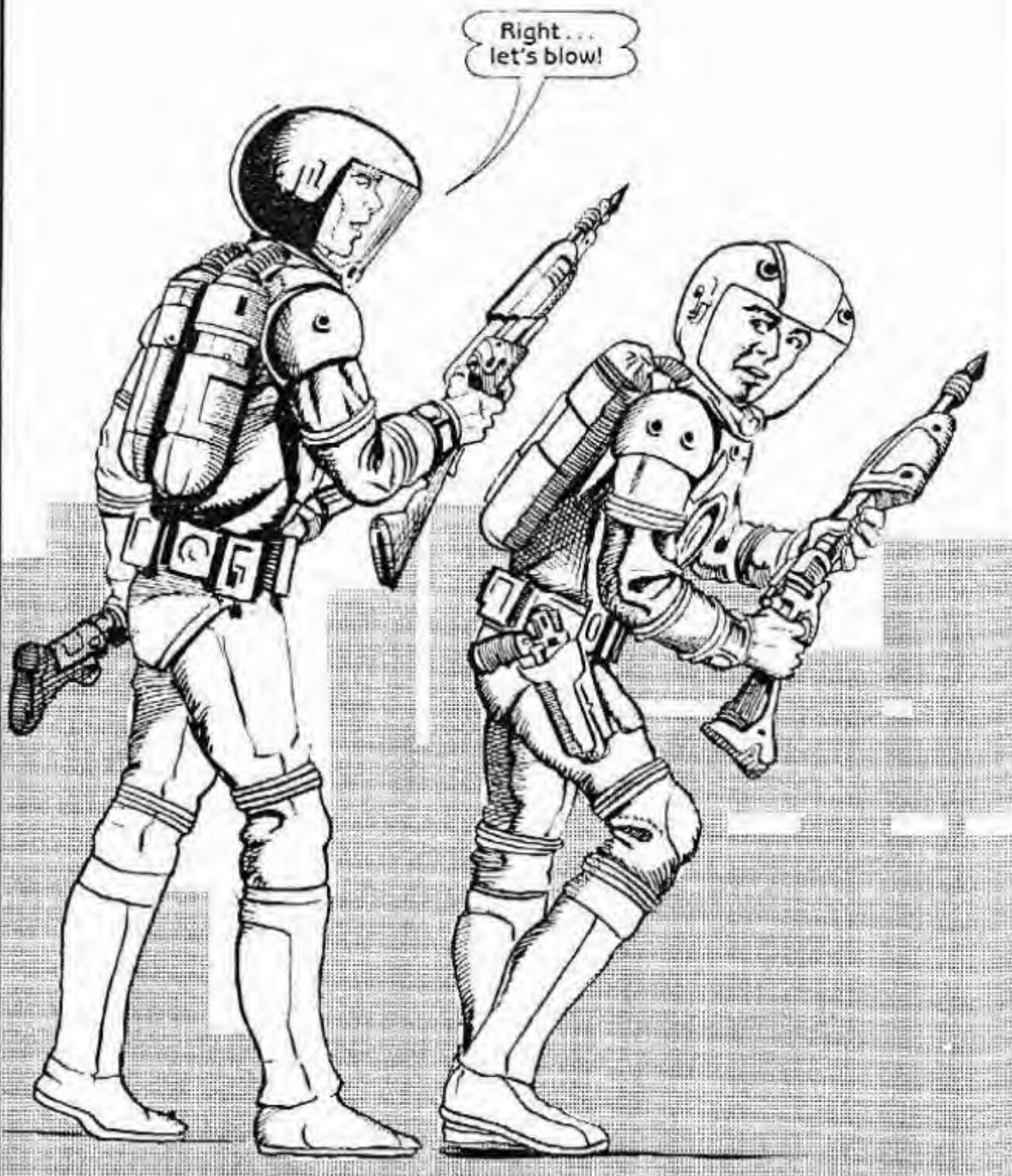
IF YOU REALISED THE BLASTERS WOULD CAUSE AN EXPLOSION YOU'D HAVE HIDDEN... CONTINUE, IF NOT, RETURN TO PIC 118.



120 SAFELY SHIELDED FROM THE BLAST, THE EARTHMEN SURVIVED.



121 THEY SEARCHED THE WRECKAGE UNTIL ENOUGH ALIEN WEAPONS HAD BEEN FOUND.



122

THEY QUICKLY BEGAN TO PLACE EXPLOSIVE CHARGES ON THE GENERATING EQUIPMENT.

Do you think these charges will do the job?

Should do! But just in case, we'll set the machines to overload.

123

WITH THE DETONATORS SET FOR FIVE MINUTES THEY HAD TO MAKE A DECISION.

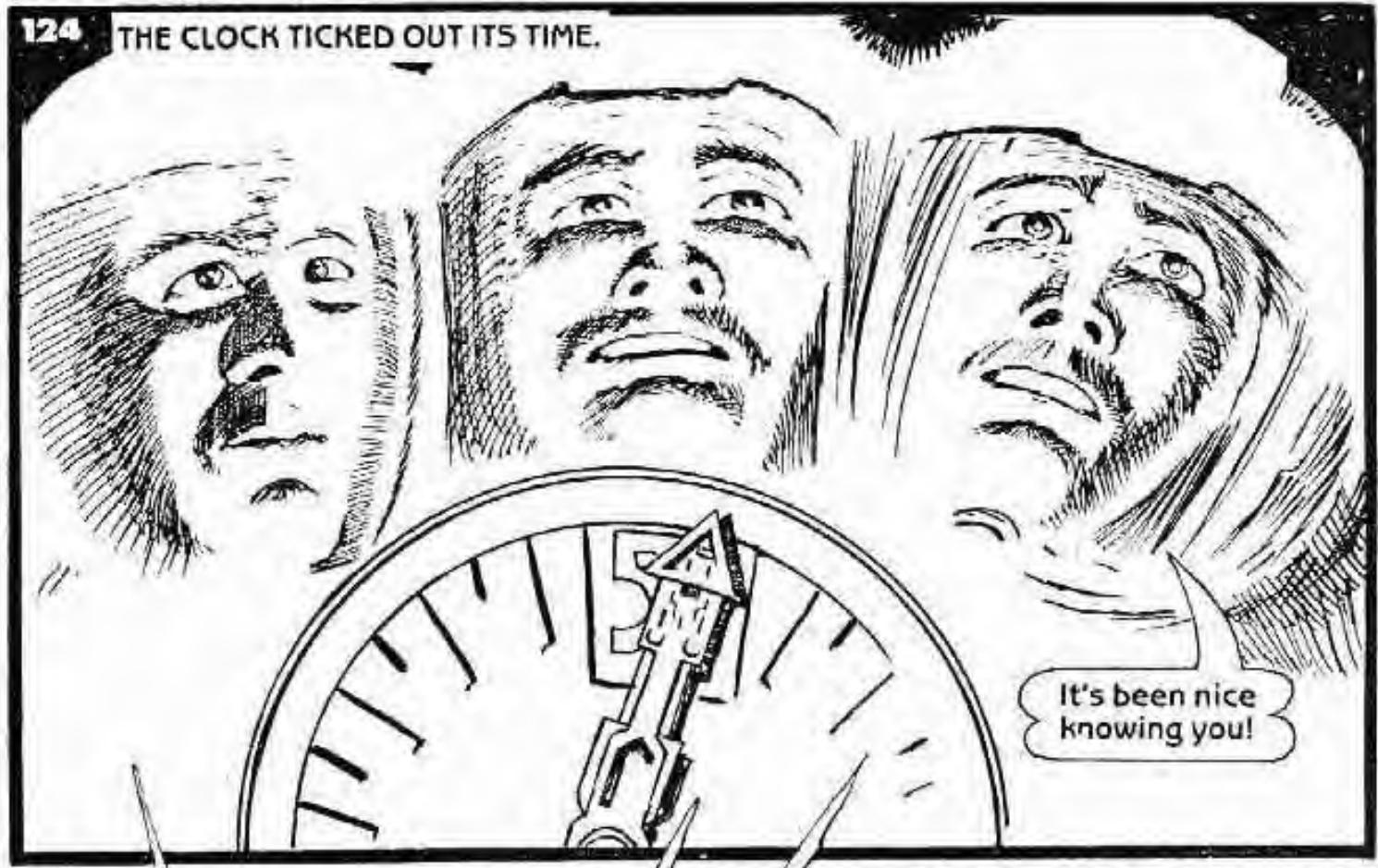
Let's grab a craft and get out of here.

Why bother? We'll never make it!

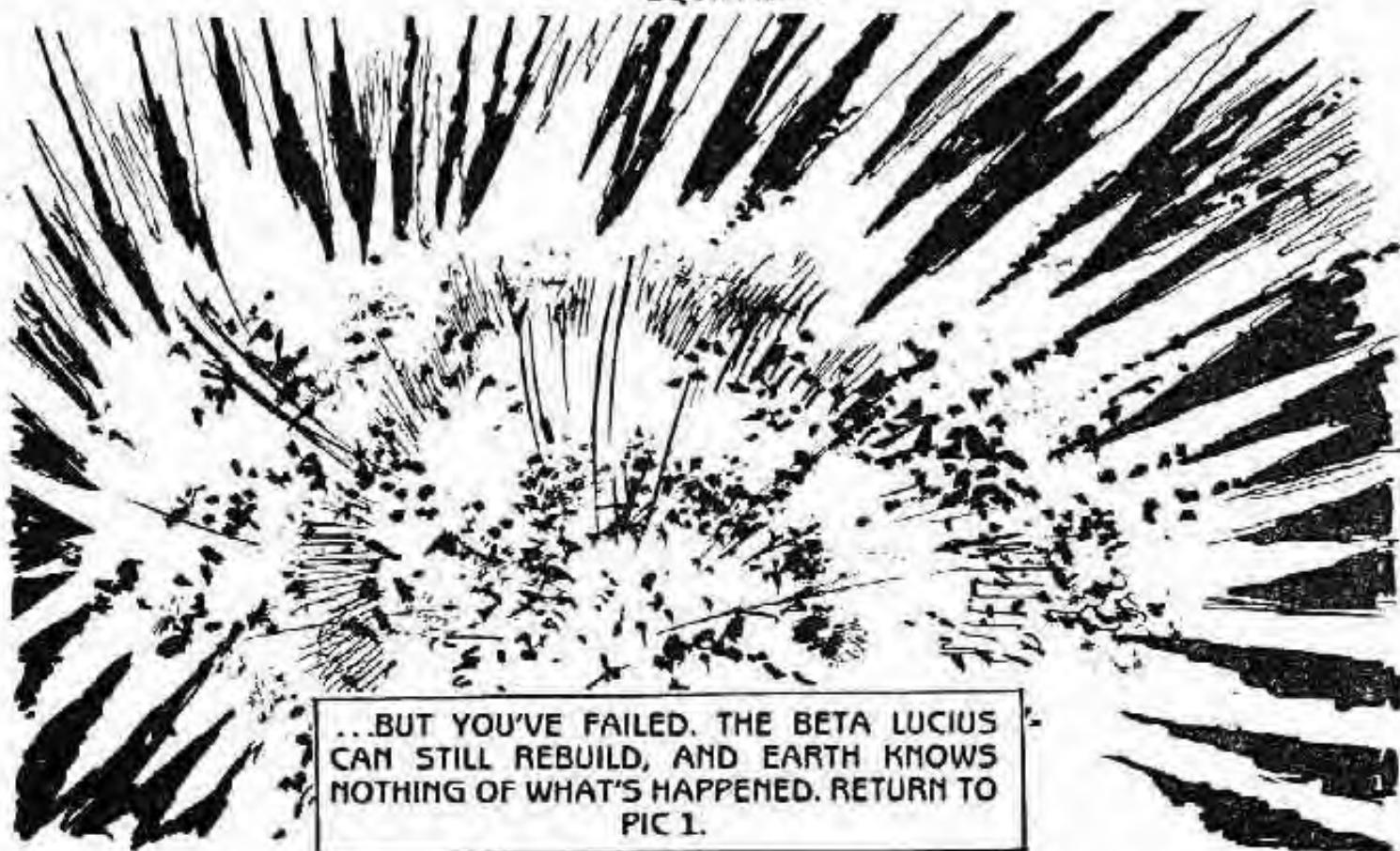
We've still got a job to do ...

IF YOU WANT TO GRAB A CRAFT, HEAD FOR PIC 126.
DON'T THINK YOU SHOULD BOTHER TRYING TO ESCAPE, PIC 124.
IF YOU KNOW WHAT THE JOB IS, MAKE A NOTE, AND GO TO PIC 127.

124 THE CLOCK TICKED OUT ITS TIME.

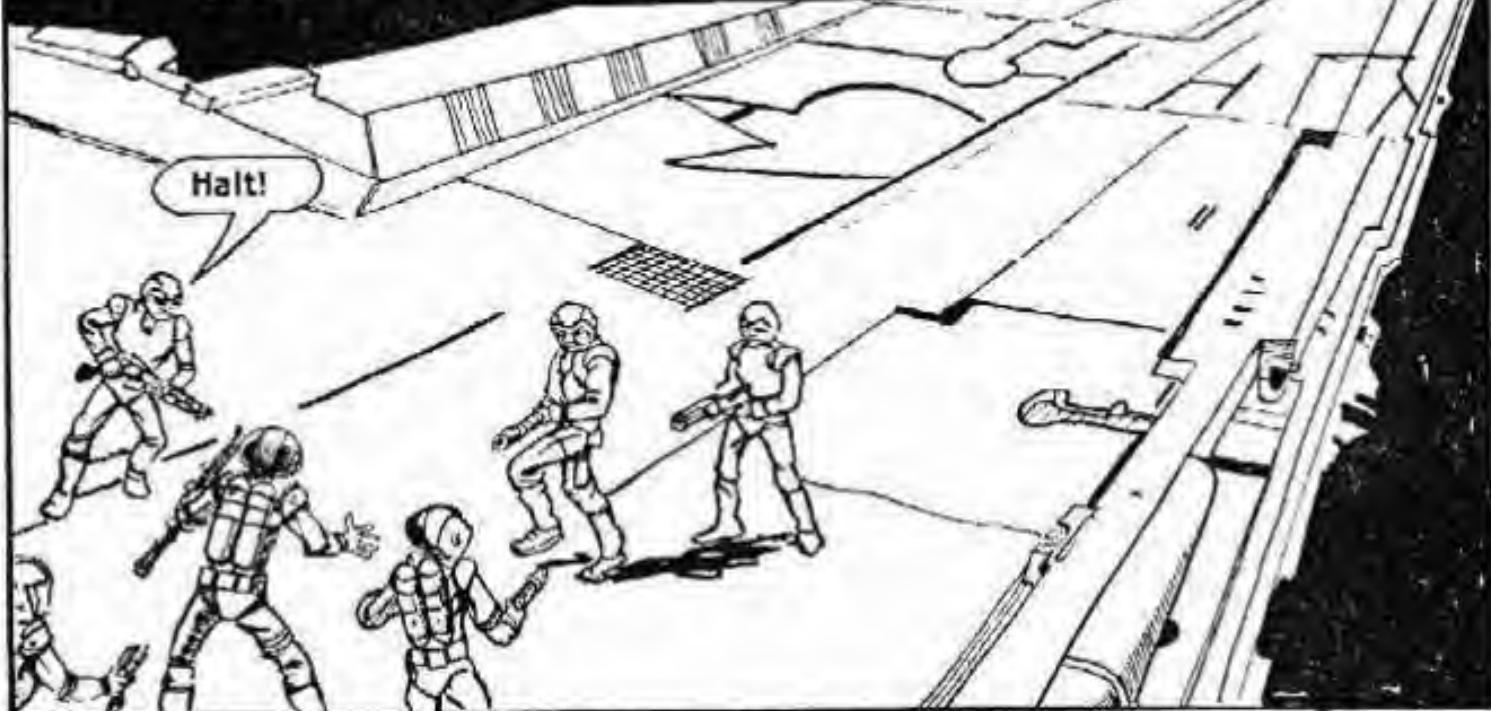


125 THE CHARGES WENT OFF, DESTROYING THE TEMPORAL WARP GENERATING EQUIPMENT.



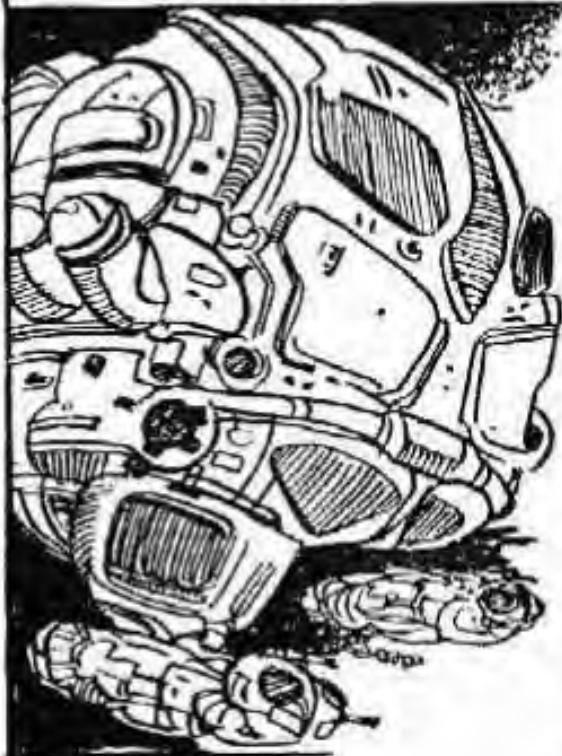
126

NOT A GREAT IDEA! THE LUCIUS FORCES WILL BE ALERT... AND THERE'S NO GUARANTEE THAT A CRAFT WILL BE AVAILABLE. A HIGH RISK CHOICE, WITH LITTLE CHANCE OF SUCCESS... GO BACK TO PIC 123.



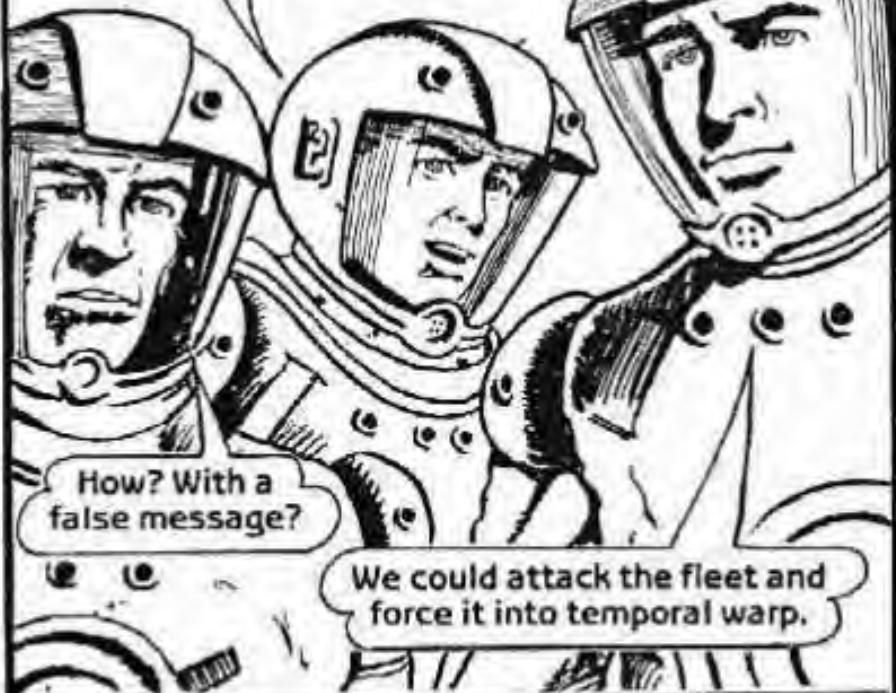
127

IF YOU REALISED THAT THE LUCIUS FLEET WAS INTACT AND COULD STILL INVADE EARTH BY TRAVELLING AT SUB-LIGHT SPEED, CONTINUE... IF NOT, GO BACK TO PIC 124.



128

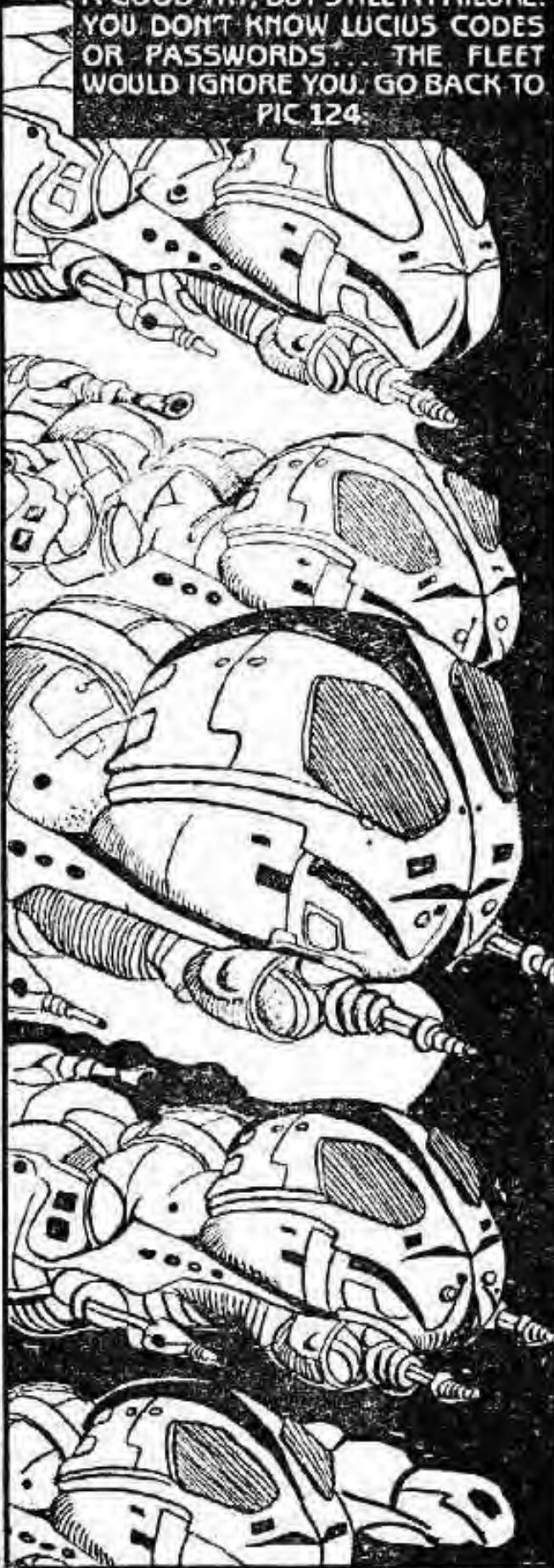
We have to destroy the fleet by getting it into temporal warp at the same time as the temporal warp blows.



WELL, WHICH IS IT? THE FALSE MESSAGE PUTS YOU AT PIC 129, ATTACKING MOVES YOU TO PIC 130.

129

A GOOD TRY, BUT STILL A FAILURE.
YOU DON'T KNOW LUCIUS CODES
OR PASSWORDS... THE FLEET
WOULD IGNORE YOU. GO BACK TO
PIC 124.



130

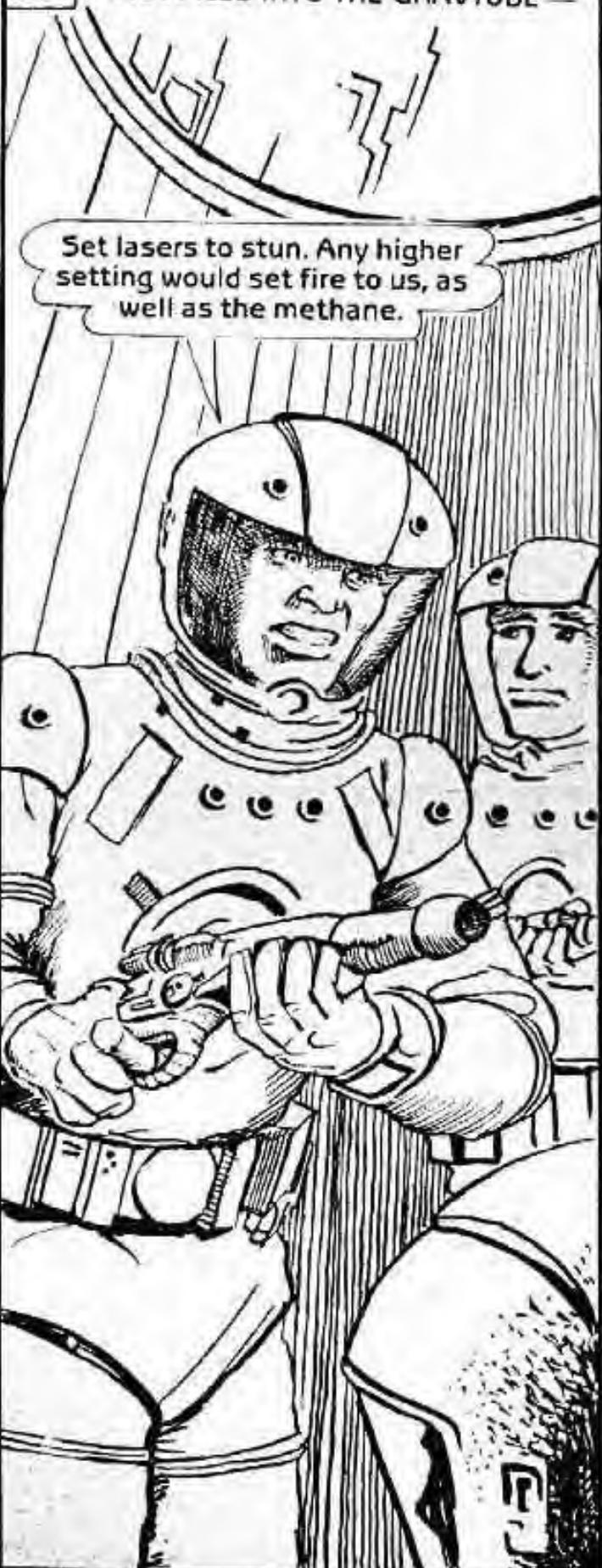
THEY CREEPT TO THE EDGE OF THE
SPACEPORT—



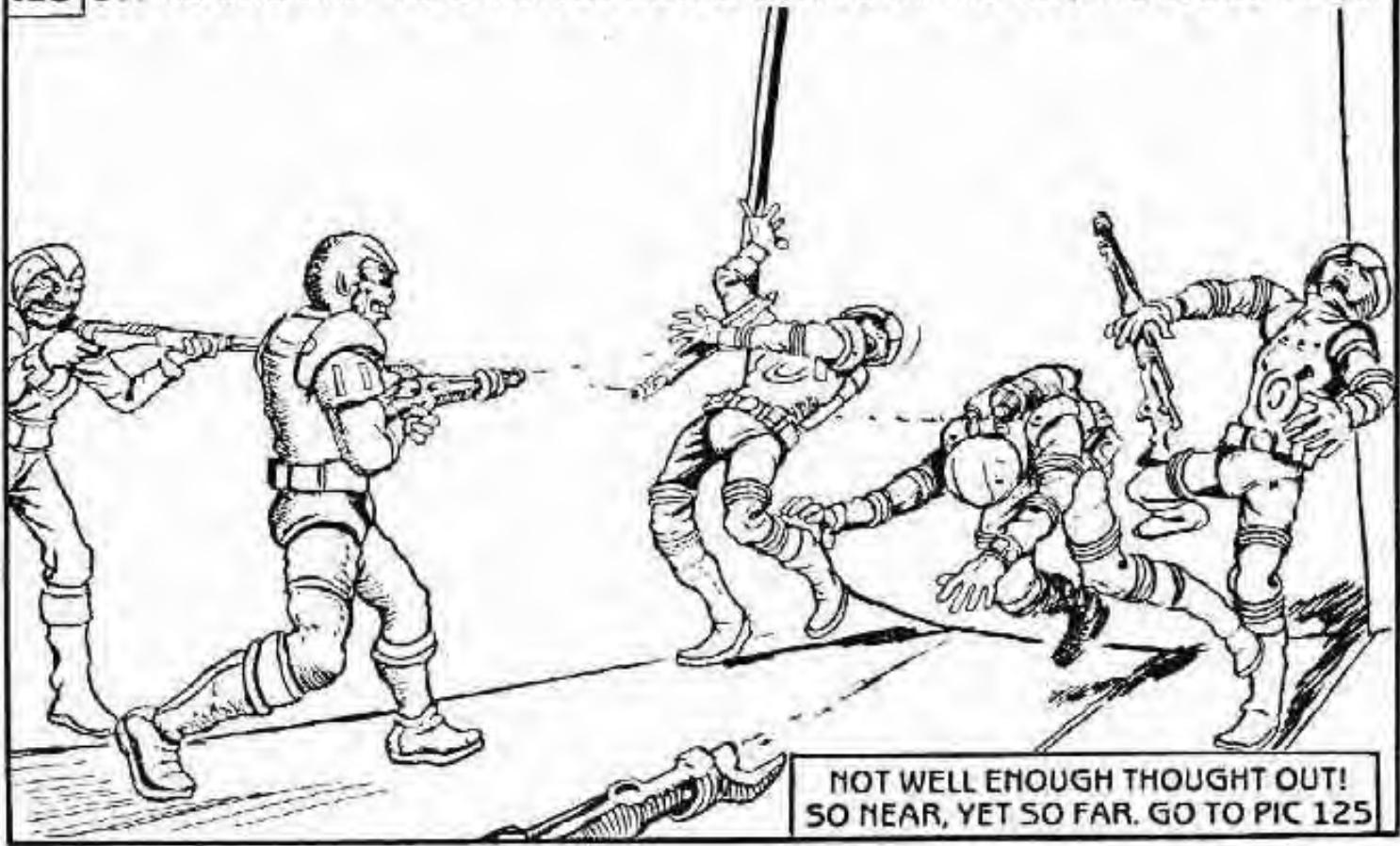


WHICH CHOICE WOULD YOU MAKE.
CAPTURE A CRAFT, GO TO PIC 126. GO
UP GRAVTUBES LEADS YOU TO PIC 132.
SABOTAGE TAKES YOU TO PIC 134.

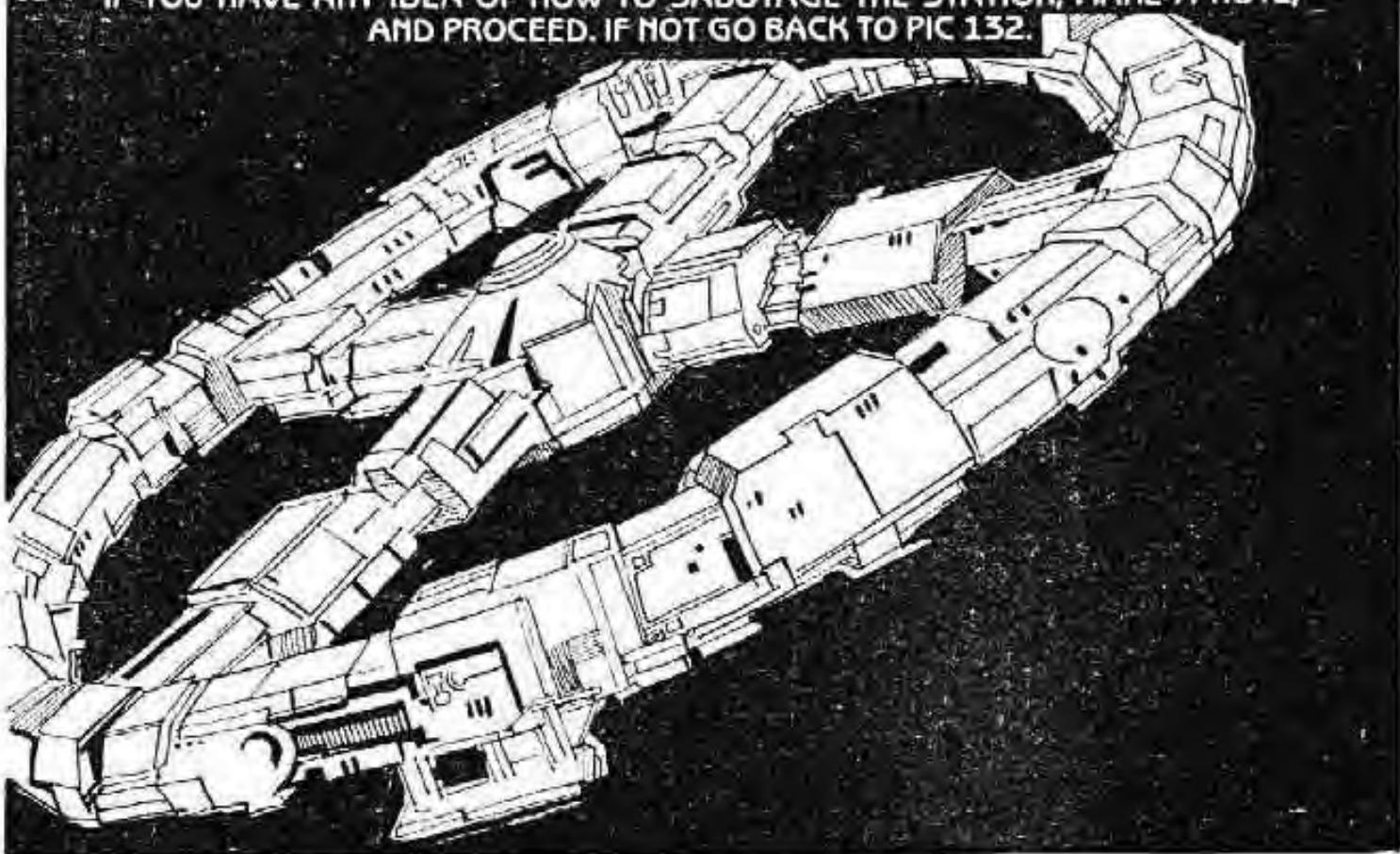
THEY PILED INTO THE GRAVTUBE —



133 BUT AS SOON AS THE GRAVTUBE DOORS OPENED AT THE TOP, THE LUCIUS FIRED.



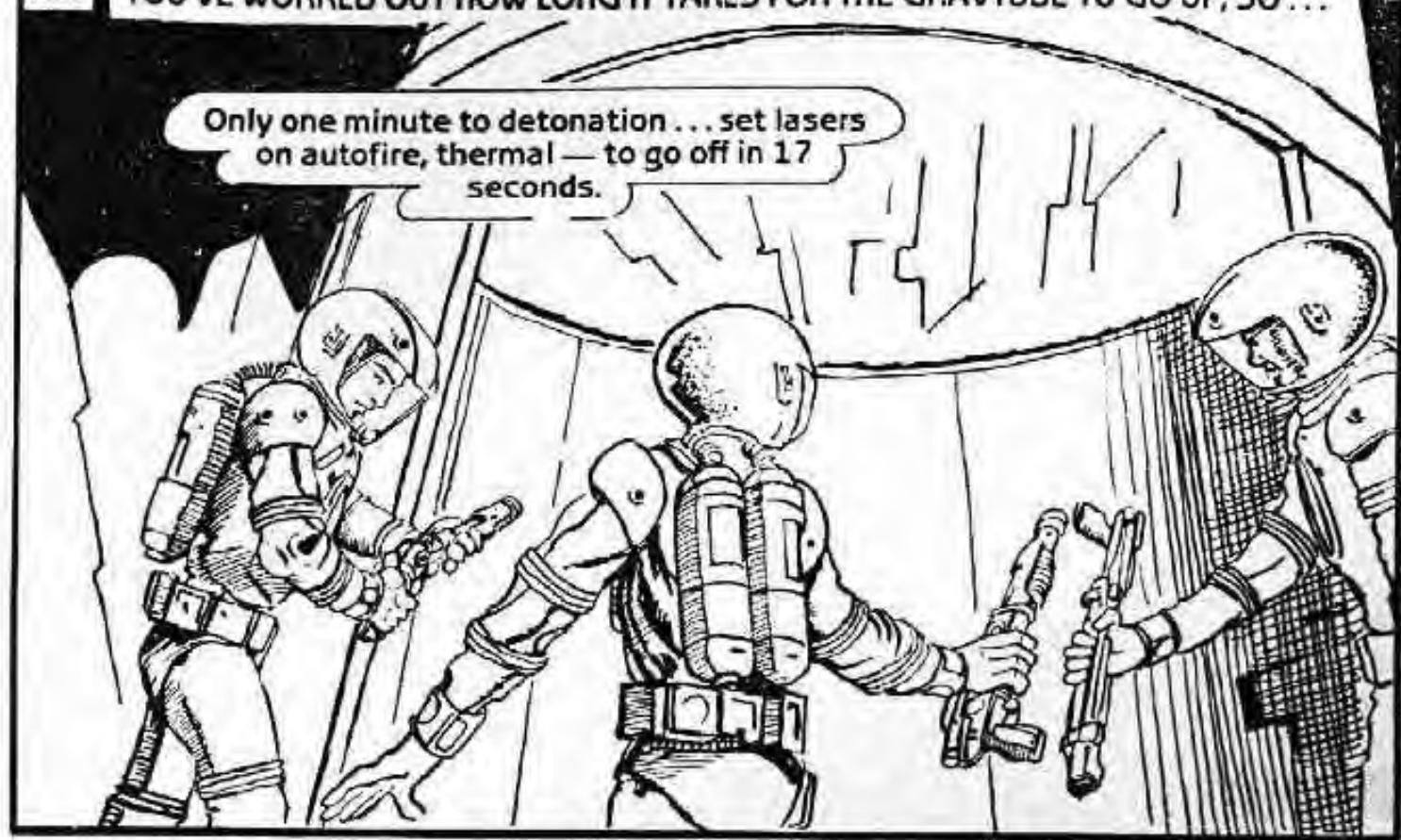
134 IF YOU HAVE ANY IDEA OF HOW TO SABOTAGE THE STATION, MAKE A NOTE, AND PROCEED. IF NOT GO BACK TO PIC 132.



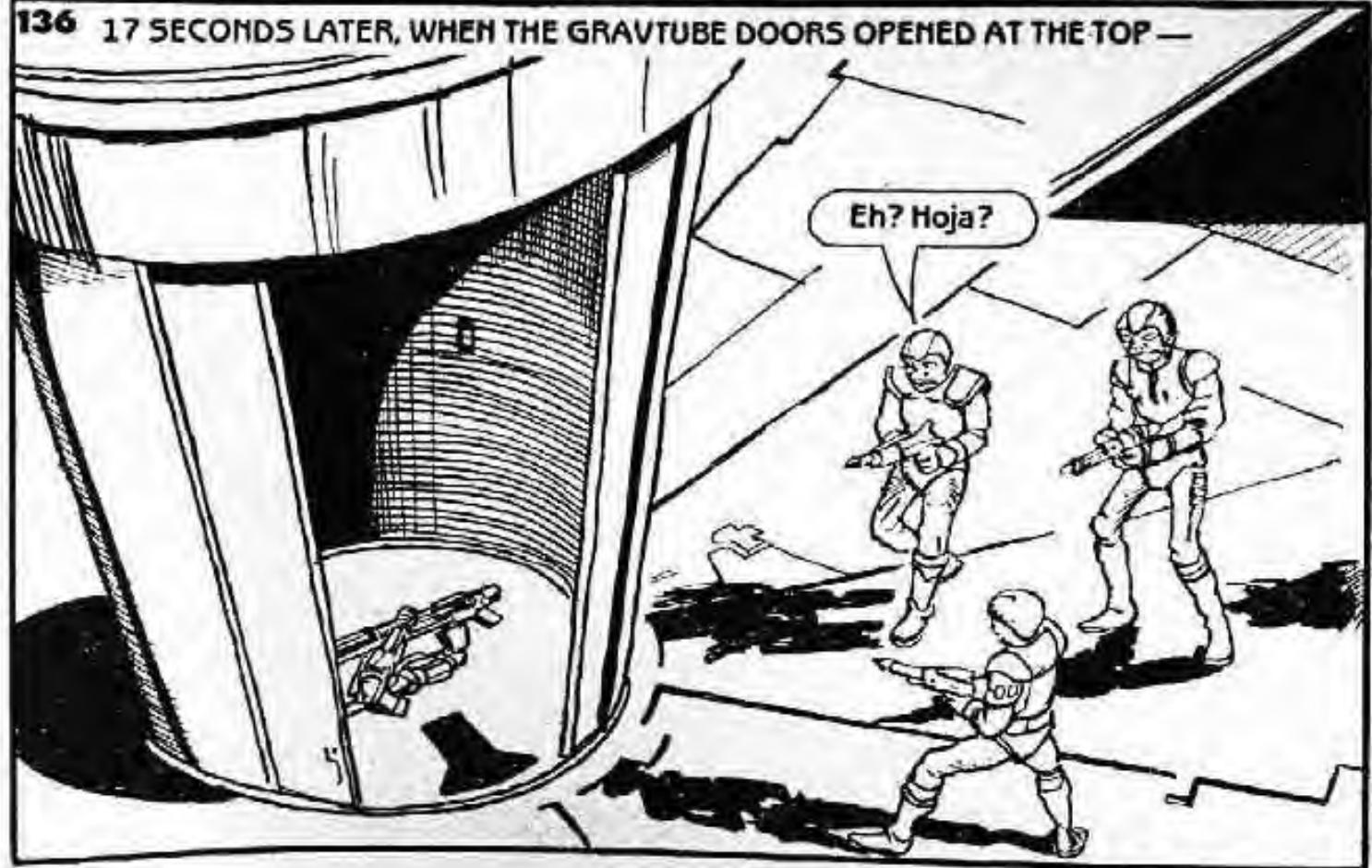
135

YOU'VE WORKED OUT HOW LONG IT TAKES FOR THE GRAVTUBE TO GO UP, SO ...

Only one minute to detonation ... set lasers
on autofire, thermal — to go off in 17
seconds.



136 17 SECONDS LATER, WHEN THE GRAVTUBE DOORS OPENED AT THE TOP —

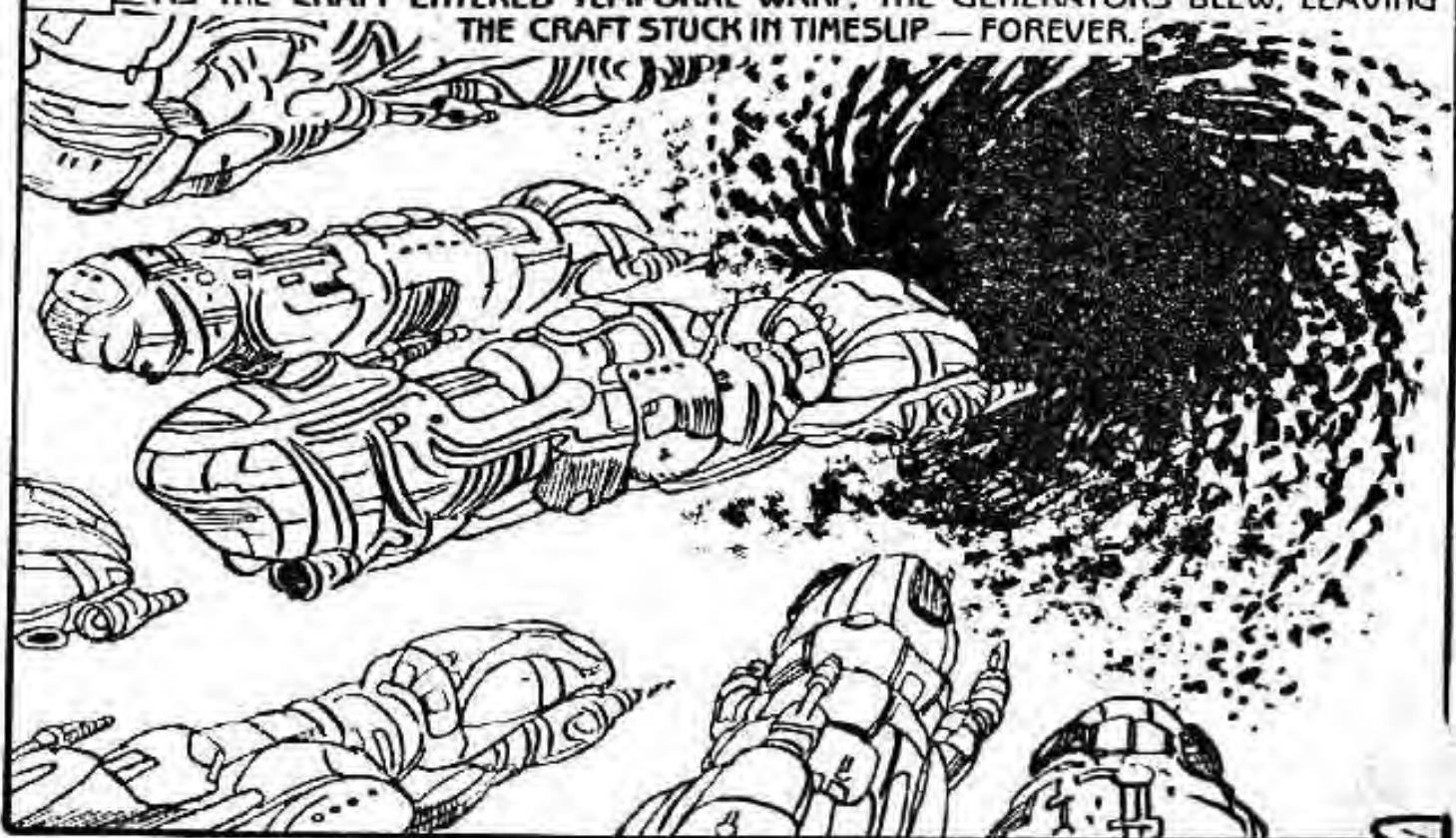


137 THE THERMOBLAST SET OFF THE METHANE ATMOSPHERE.



138

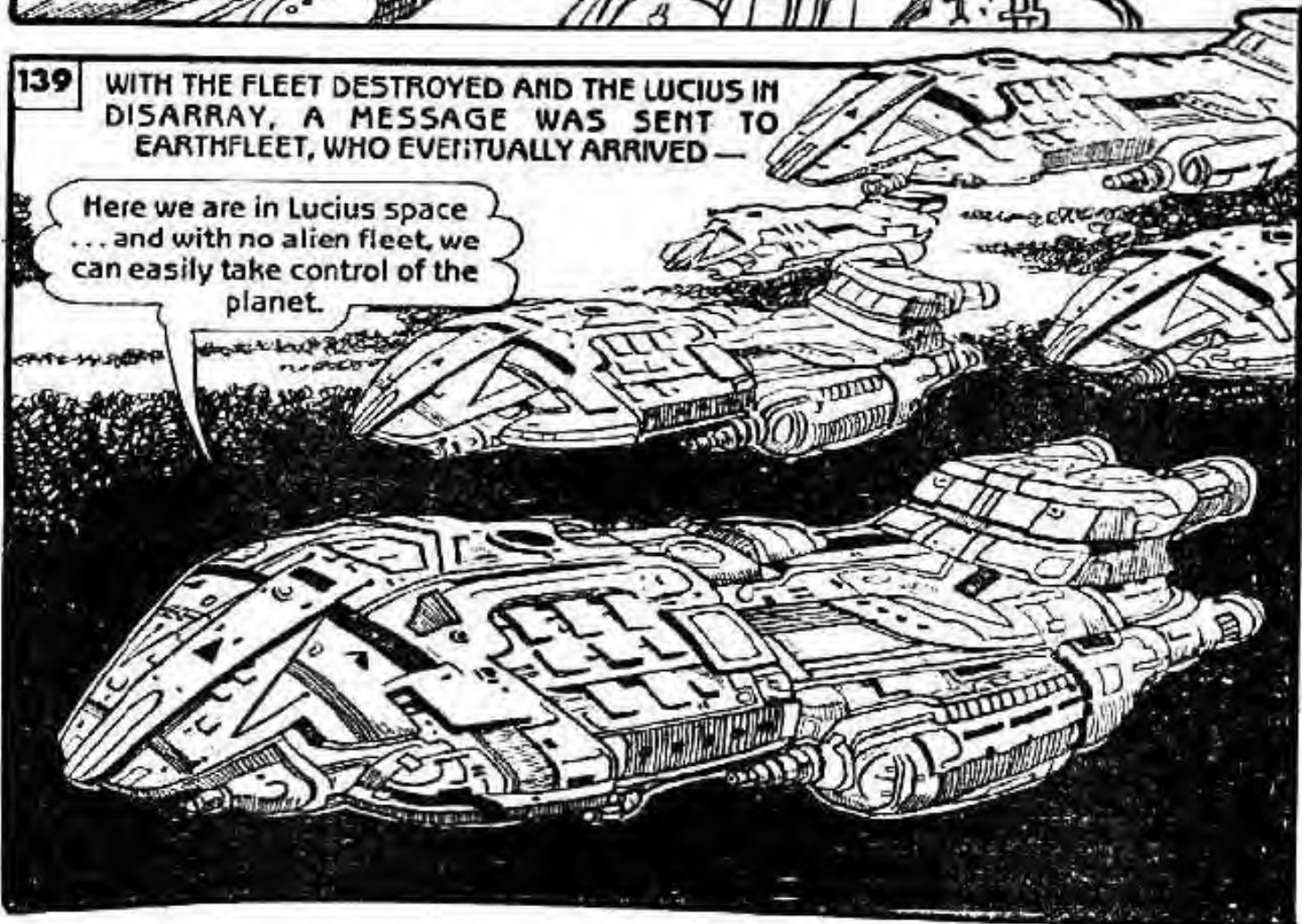
AS THE CRAFT ENTERED TEMPORAL WARP, THE GENERATORS BLEW, LEAVING THE CRAFT STUCK IN TIMESLIP — FOREVER.



139

WITH THE FLEET DESTROYED AND THE LUCIUS IN DISARRAY, A MESSAGE WAS SENT TO EARTH FLEET, WHO EVENTUALLY ARRIVED —

Here we are in Lucius space
... and with no alien fleet, we
can easily take control of the
planet.





WELL DONE! YOU
HAVE SAVED EARTH
ALMOST SINGLE-
HANDED. YOU ARE A
HERO — A TRUE
STARBLAZER.

DON'T MISS THIS MONTH'S
OTHER ACTION-PACKED
ADVENTURE

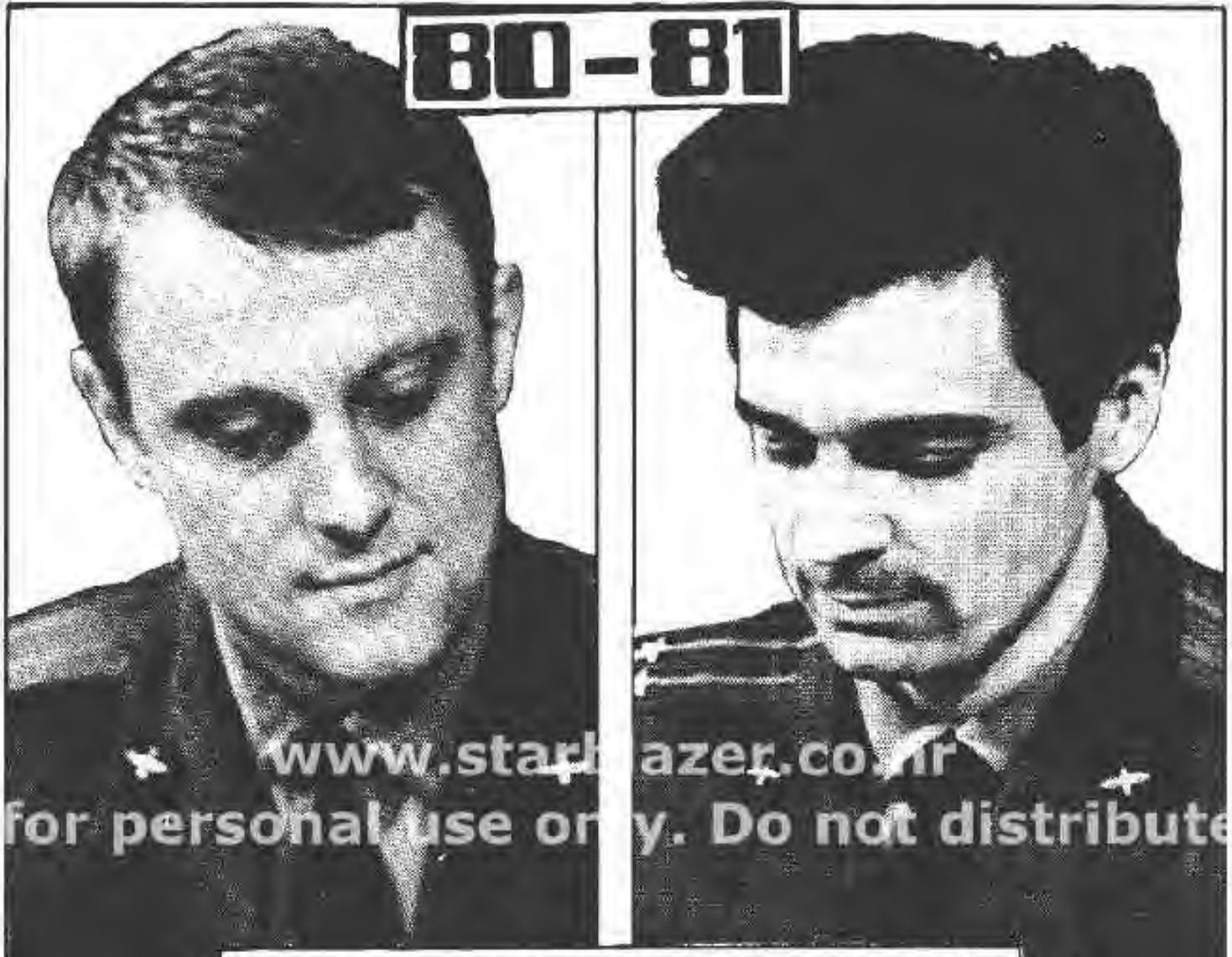


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Lieutenant Colonel Vyacheslav Zudov, 34, USSR Air Force, (right) and Lieutenant Colonel Valeri Rozhdestvensky, 37, Naval Air Force, left to dock with Salyut 5 on October 14, 1976. Unable to dock with Soyuz 23 they had to make a hazardous landing 2 days 0 hours 6 minutes after launch.